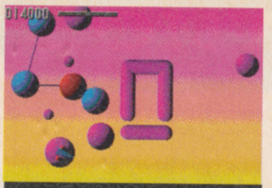
FREE!
WITH THE MAY ISSUE OF AMIGA FORMAT

POPULOUS

RAINBOW ISLANDS


E-MOTION

FALCON

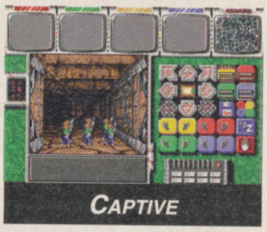
FROM THE MAKERS OF ***AMIGA FORMAT***, A MAGAZINE WITH ATTITUDE

Future
PUBLISHING

AMIGA POWER

100 GREAT GAMES
100 GREAT REVIEWS

LEMMINGS


CAPTIVE

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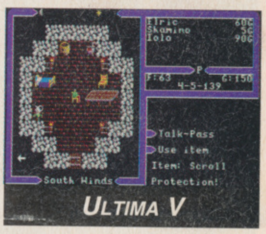
F-19 STEALTH FIGHTER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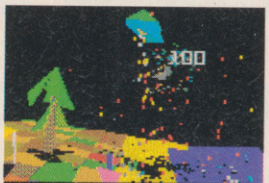
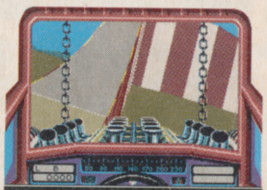
PANG

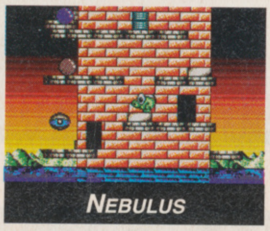

VIRUS

PRINCE OF PERSIA


STUNT CAR RACER

CARRIER COMMAND

DUNGEON MASTER


NEBULUS

SPEEDBALL 2

Celebrate with us the best Amiga software in the world!

(Which will be our Number One?)

KICK OFF 2

SPINDIZZY WORLDS

INDIANAPOLIS 500

On sale April 25 Be there!

COMING IN ISSUE 1

FREE! A COMPLETE GAME SNATCHED FROM THE ALL TIME TOP 100!

AT LAST! The *FULL* story behind Renegade Software!

ENVY! Leading games developers reveal the ones they wish they'd done!

PLUS! More Amiga game reviews than any other magazine!

THIS IS AMI

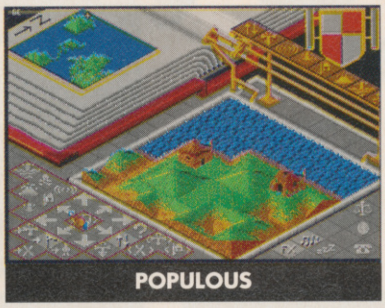
4-24 AMIGA POWER'S ALL-TIME TOP 100 AMIGA GAMES

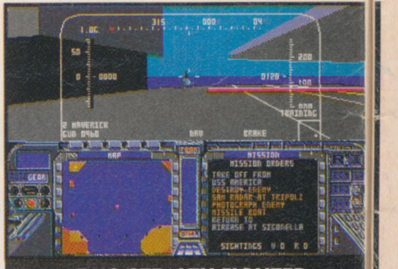
CARRIER COMMAND

FALCON

INDIANAPOLIS 500

PANG


POPULOUS


F-19 STEALTH FIGHTER

All those fabulous games again, gathered together in one place for the very first time. And – hey! – they can be carefully detached from the centre of the magazine and stuck to your wall. They'll look utterly gorgeous!

16 THE 100 GREATEST

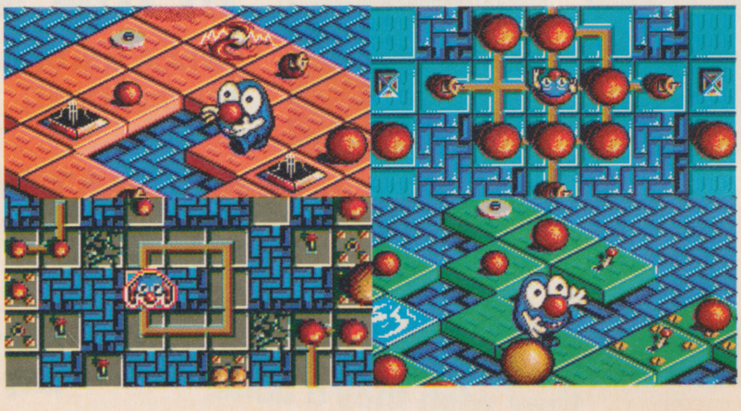
F-29 RETALIATOR

NEW ZEALAND STORY

VIRUS

SPEEDBALL 2

26-29 BOMBUZAL: GET IT FREE!



Four pages of the most in-depth reviewing you've ever seen. *Bombuzal* is the complete game we're giving away free with the first issue of Amiga Power – find out why it's a complete 'must not be missed' experience here!

AMIGA POWER THE ALL-TIME TOP 100 GAMES FREE WITH AMIGA FORMAT NO 22 MAY

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A big Amiga Power thank you to: Bob Wade, Trenton Webb, Pat McDonald, Maff Evans, Andy Smith, Ben Taylor, the Commodore Format team who didn't mind us using their grabbing Mac, and everyone else who helped out. Cheers guys - we think you're all blooming lovely.

COMPETITION: The person who can come up with the most convincing explanation (under 150 words please) for what a Publishing Assistant actually *does* wins a free game from the Top 100! What are you waiting for – write in now!

The first fabulous issue of Amiga Power, the magazine proper, will be on sale on April 25 at the bargain price of £2.95, complete with a free copy of Top 100 game *Bombuzal* artfully attached to the cover. Start camping out by the newsagent's door!

Full price games mounted on the front of magazines is killing the software market - discuss. It sounds like an exam question, but actually it was the subject of a recent, specially-called software industry forum, prompted by the announcement of Amiga Power magazine, and particularly the pre-launch promise that we would carry a complete game on each cover disk. The outcome? That beyond a certain date in the near future no 16-bit magazines would ever carry complete games, and that 8-bit magazines like Your Sinclair and Sinclair User (currently fighting a cassette war which has boosted the amount of free software given away as high as eight games an issue!) would be limited to two games per mag per month. Thus Amiga Power will only carry complete games on the first two issues – beyond that, it will be playable demos and a few 'interesting' special projects we've got under wraps only. Watch this space (or another one like it) for details!

Amiga Power comes to you from Future Publishing, the people behind Amiga Format, Amiga Shopper, ST Format, Commodore Format, Your Sinclair, New Computer Express, Amstrad Action, Sega Power, MacPublishing, PC Plus, 8000 Plus, Classic CD, Needlecraft and – yes! – there's a new 'top secret' project already! Hurrah!

© Future Publishing 1991

GA POWER

AMIGA POWER'S ALL-TIME TOP 100 AMIGA GAMES

Just how do you come up with a definitive list of the greatest Amiga games of all time? The short answer is, with great difficulty. Here's how we went about it.

100 great game reviews on 100 of the best games you've ever seen! How do we rate *Populous* two years on? What about *Carrier Command*? And does *Falcon* still have a better 'feel' than more sophisticated rivals like *F-19 Stealth* and *F-29*? All this and more, plus we name the greatest Amiga game of all time! (It might not be what you expect!)

1. Grab every Amiga games expert we could get our hands on and bundle them all together into the same room (difficult enough in itself). Our selection included Stuart Campbell and Mark Ramshaw of Amiga Power (both of whom have been playing computer games for years), Bob Wade (ex-Zzap, Amstrad Action, ACE, Amiga Format and now editor of Amiga Shopper) and Trenton Webb (games editor of Amiga Format). Gary Penn (Zzap, The One et al) was there too of course, and small contributions were made by Andy Smith (ACE, Amiga Format, Sega Power) and Maff Evans (Zzap, ST Format, Amiga Format). Oh yes, and then there was me.
2. Make sure they all stay there for a few hours.
3. (And this is the really tricky bit). Try to make some sense of what they're all saying.

Problems became apparent right away, mainly a) there are now so many Amiga games out there that every five minutes we'd remember a new one which would throw our listing right out of kilter and b) hardly anybody agreed about anything.

What we've come up with here, then, is the fairest, most representative, most acceptable-to-all-concerned list we could, but remember, it's all subjective, and in the time between me writing this and you reading it we've probably all changed our minds a couple of dozen times. Despite our best efforts this isn't really definitive, it's more of a fluid thing, and our opinions are changing all the time.

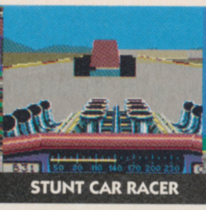
Anyway, here it is. By all means disagree with us (and you're likely to think we're talking the most dreadful crap at least a couple of times over the next fifteen or so pages) but keep an open mind too – there're bound to be a few gems hidden away in here that you've always dismissed before, but would actually be very well advised to check out.

That's it really. Don't forget to flick to page 30 for the complete low down on the magazine they're all calling 'Amiga Power', and I'll expect to see you in a couple of weeks for the first real issue. Take care now.

MATT BIELBY EDITOR

T GAMES WALLCHART

SIM CITY


STUNT CAR RACER

RAINBOW ISLANDS

STARGLIDER 2

30 OUTRAGEOUS CLAIMS

Just how good will Amiga Power really be? We'd say 'very good indeed', but you'd be wiser to check out these pages for the full low down and then make up your own mind. We think you'll be pretty excited.

Plus! One-off subscription giveaway offer! We'll never make you a better deal!

1 No, it's not what we expected either..!

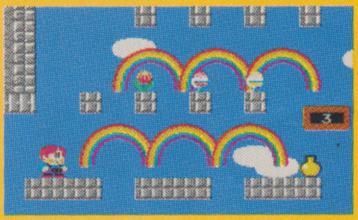
RAINBOW ISLANDS

OCEAN £24.99

Hm. The best Amiga game of all time, eh? No, it's not what we expected either. In fact it's quite tempting to fiddle the whole damn thing so it appears somewhere lower down, somewhere innocuous like, oh, twelve or thirteen where it won't raise any eyebrows. A coin op conversion at number one! It's a scandal.

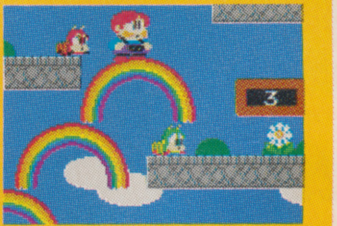
But no, it's staying up here. And why? Well, quite simply, there's no game we've enjoyed playing more. Look at the rest of the Top Ten. All great games, sure, but all ones we disagreed on. 'Isn't *Stunt Car Racer* really a bit too limited to be a Top Ten game?' someone asked. 'Don't you think *Kick Off II* is more like some crazy pinball thing than real soccer?' said another. 'Why isn't *Powermonger* higher up?' And so on. All valid questions, and all games we argued about for some time. But nobody questioned *Rainbow Islands.*

Just think about it – here's a game that everybody loves, or so it seems. It's pretty, sure. It's fairly original, and delightfully executed. It appeals on all levels (you can just potter about in the first bits – never getting anywhere very much – and have as much fun as if you were uncovering your umpteenth secret room) and to everybody – it's the one your mum will sneak a quick go on when you're not looking. So there it is, *Rainbow Islands* at number one. I suppose the few of you who haven't played it are just about to start asking why.



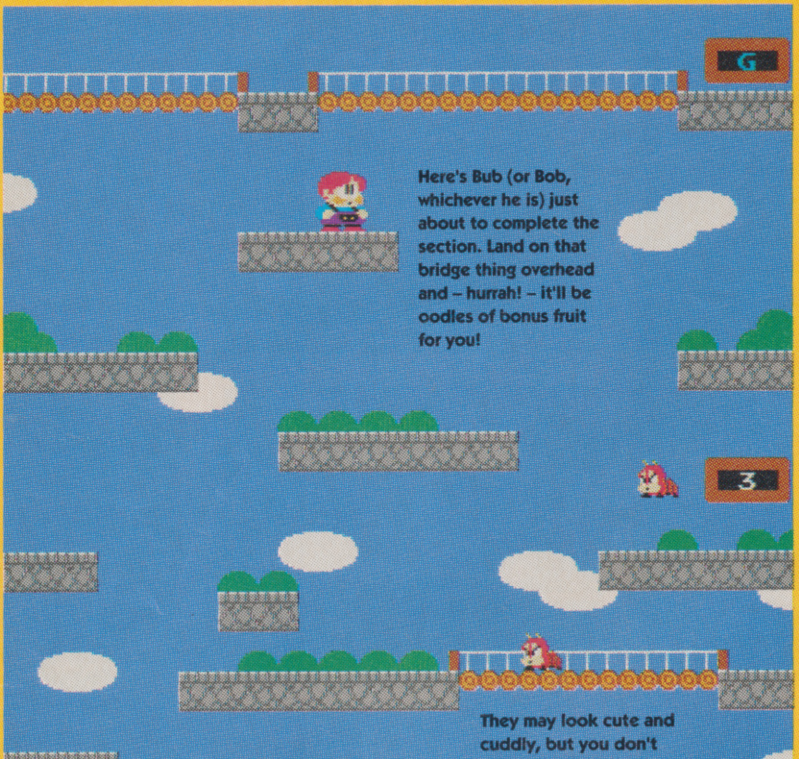
Going up in the world, *Rainbow Islands* style. The end of the level is just a hop, skip and a jump away for our little hero.

Okay, the plot first. You play Bub or Bob, one of two cute dinosaurs first spotted in *Bubble Bobble* (further down the list) now turned into human form and in a typical rescue-everyone-and-save-the-day situation. Each platform-strewn level (or 'island', as the game has it) scrolls vertically above a tide of deadly rising water – it's your task to get to the top of each in time, using the handy rainbows you can fire as both weapons and bridges to higher platforms. Every so often you'll come across a big baddie to fight, before moving onto the next, differently themed, bit. And that's it really. Its strengths exist equally above and below the surface – above because everything flows so well, looks so good, and proves to be such a joy to play, below because beneath the cartoony exterior hides a wealth of secret rooms and prizes just itching to be found. It's a game you'll explore forever, just about.



Eek! Things are looking bleak for Bub (or is it Bob?) Time to paint some more rainbows, and squish us a few meanies. Rarely has such a cute game involved splattering so many bad guys.

Quite simply *Rainbow Islands* is brilliant. Nothing really grabs like a good platform game – particularly a state of the art Japanese designed one like this – and for some reason there are precious few on the Amiga (which only goes to make it look all the better). A delight.



Here's Bub (or Bob, whichever he is) just about to complete the section. Land on that bridge thing overhead and – hurrah! – it'll be oodles of bonus fruit for you!

They may look cute and cuddly, but you don't want to mess with these red caterpillars...

...or with these green ones...

...or indeed with any of the other creatures you come across in the game.

By stacking four or so screens on top of each other we can get a pretty good impression of what the first part of the first level looks like. Everything is sub-divided into bite-size chunks *Super Mario Bros* style, and comes packed with some of the cuddliest sprites ever seen.

LEMMINGS

Psygnosis £24.99

2

Strange things, Lemmings. First chance they get (like finding a nice edge to fall off) and thwop! One dead lemming. Then (since they tend to follow each other everywhere) lots more dead lemmings. Oh dear. What they need is a helping hand, a guiding light, someone to show them how to avoid going thwop! In other words, they need you.

Lemmings plays a bit like a junior, cutsie version of the god sim crossed with a puzzle game. Like *Populous* et al it allows you to control the destiny of an entire race by manipulating individual characters, though here the stakes are simpler than usual – it's more a case of 'do your lemmings survive long enough to make it to the next screen?' than any complicated exercise in empire building. By instructing the little tykes to dig, climb, build ramps and block pathways, they can be guided safely along, avoiding the (many) traps and pitfalls of their cruel world. Of course, not all lemmings may make it, but the needs of the many outweigh the needs of the few – you're allowed to sacrifice a certain number each screen to ensure that the rest of them survive.

Sounds ridiculous? It is. Luckily, it's also jolly good fun. Enormously good fun, in fact. Completely childish and supremely addictive, it's a number two game, easy-peasy-lemming-squeezy.

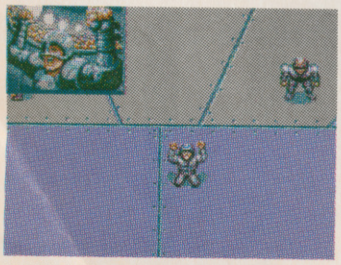
SPEEDBALL 2

Imageworks £24.99

3

Speedball 2: Brutal Deluxe is no ordinary sports sim. It offers a very subtle blend of extreme violence and, erm...extreme violence. Yep, if you fancy a nice main course of aggression (with maybe just a touch of basketball on the side) your search is over.

Designed and programmed by the Bitmap Brothers (who seem to appear in this Top 100 with monotonous regularity) *Speedball 2* really does kick all other future sports games into touch. There's the stylish TV-style presentation and nifty line in shiny metallic graphics for a start, but it's once the ball starts rolling that the action really kicks (your head) in. With play broken into 90-second segments, it's simply great fun seeing how many injuries you can cause, though once you start to take it more seriously you'll find there's actually a fair amount of strategy underpinning the thing. Train your team, work through the league, beat other players to a pulp – you get the picture. The ideal game for lovers of serious ultra-violence.



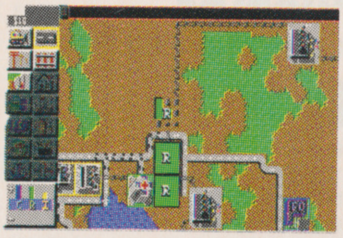
SPEEDBALL 2

SIM CITY

Infogrames £29.99

4

Create an earthquake. Start a fire. Crash an aeroplane. Cause a flood. Entice Godzilla into a city centre. Make a typhoon. Build a 100,000 strong population then sack the entire police force and fire brigade. All these megalomaniac's dreams and more can come true in *Sim City* – and that's before you even start playing it seriously!



SIM CITY

We've yet to see a game (if game's exactly the right word) that gives you the same feeling of power as this one, very few to keep you up as late at night, and certainly no other that comes close to making fiscal politics this interesting. *Sim City* will change your personality and (quite probably) your sleeping habits – no Amiga owner should be without it.

VIRUS

Firebird (MicroProse)
DELETED

5

Two years on, and *Virus* is still probably the most sophisticated shoot-'em-up ever developed on a computer. Using a solid 3D polygon system to display a patch-work world of hills, trees, houses and sea, it plays like *Defender* taken three stages on. This has a down side, unfortunately – while *Defender* itself required a mammoth amount of dexterity, *Virus* is near impossible. It will take quick thinking, nimble fingers, and about two days of solid playing to control the game. You have been warned.

Perseverance brings its rewards, however. Once you've got into it, Virus offers the physics of a flight simulation (sort of) with the adrenalin-action of the best blast-'em games. If it wasn't for the difficulty level, it'd be the perfect computer game. As it stands however, heroes only need apply.

KICK OFF 2

Anco £19.99

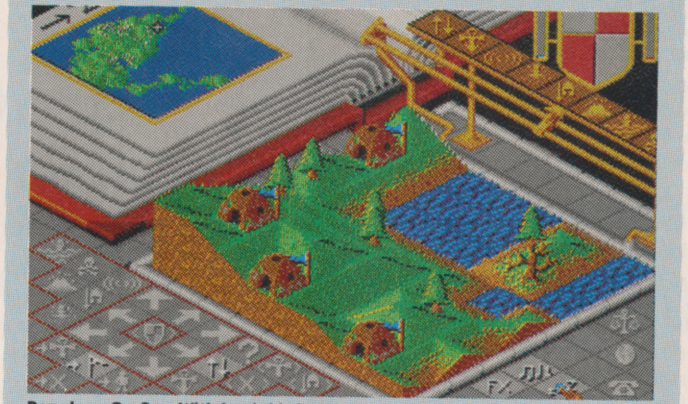
7

One of the longest-running chart successes of all time, Anco's footie-sim follow-up is almost undoubtedly the most popular sports computer game to date, and the uncontested champion of Amiga football. It's as tricky to control as the first game (which might put some off, especially as the computer-controlled goalies are now good enough to make scoring a real nightmare) and it doesn't really feel that much like proper football (the speed with which everything bounces around is more reminiscent of a pinball table) but a wealth of additional features added to the already ground-breaking *Kick Off* gameplay →

6

Ambitious and, erm, divine

POPULOUS



Populous-On-Sea. With land this bumpy, there isn't much you can do in the way of empire building. A little use of the raise/lower land icon will soon change that though – just level things out, giving your guys room to expand.

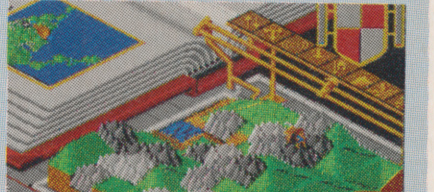
Electronic Arts £24.99

Generally recognised (along with *Sim City*) to have spawned the 'god simulator' genre (if four games can really be called a genre), *Populous* certainly dazzles visually and scores highly in the originality stakes. Its creators, Bullfrog, went on to produce the equally impressive *Powermonger*, and are currently working on *Populous 2* – wargames (of which these are essentially very slick and sophisticated versions) have never been so sexy.

So how does it all work? Well, slightly longer than six days in the making, *Populous* offers a 3D world of breathtaking mountains, grassy plains, homely settlements, and cute little guys beating hell out of each other. Offering two modes – player vs player (via datalink) or player vs bloodthirsty computer, the basic concept is to guide your leader and his trusty followers through the trials and tribulations of empire building. A complicated business, this, involving terraforming the land (creating areas where your subjects can build hamlets, castles etc), occasionally using the ol' divine intervention (to cause floods and earthquakes) and so on. Don't get too tied up in all this however – it's a good idea to keep one eye firmly on the enemy leader, because sooner or later you'll be pillaging his villages and slaying his followers (and he'll be doing the same to you). Despite the fact that you're at a few stages removed from your enemy, the fights are good fun – there's nothing quite as satisfying as using an old-fashioned volcano to bring a cosy, warm glow to the 'baddies', for instance.

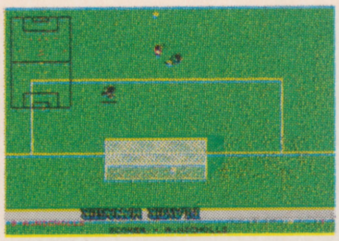
Icons are the tools of the trade for a Populous diety. Know your symbols!

Having said that, *Populous* is not what you'd call an action-packed game. Conflicts are more fascinating than involving, and the whole pace seems a tad leisurely at times.



Distinctively *Populous* - sequels and follow-ups aside, it couldn't be any other game.

Unlike *Sim City*, where gameplay is firmly rooted in the traditions of the 'kingdom' style games of old, *Populous* actually weaves elements of wargaming and artificial intelligence into the design. The result will, to be honest, leave some cold. However, anybody who gets a kick out of controlling little computer people will fall instantly in love. The sheer scope of the game is breath-taking, with four entirely different and very convincing computer-generated landscapes, but like any masterpiece, it isn't perfect. Still, *Populous* did push back the boundaries of Amiga gaming, gave other programmers plenty of food for thought, and still stands up as being one of the finest computer games in the whole world. Ever.



KICK OFF 2

make it a sure fire winner, especially in two-player mode. And there's no arguing with the box-office - 100,000 satisfied Amiga owners can't be wrong.

FALCON

Mirrorsoft £29.99

8 In the plethora of flight simulators and simulations available for the Amiga, *Falcon* stands out as one of the slickest and most technically accurate. But where does this leave the average games player? Well, confused initially, though the 3D graphics and action elements are sufficiently exciting to grab the unsuspecting player, making it an enjoyable airborne romp rather than purely an exercise in physics. Indeed, despite technical improvements since made by *F-29 Retaliator* and *F-19 Stealth*, *Falcon* remains the one they all come back to – it's hard to put a finger on why exactly, but perhaps it's because it simply feels the most complete.

INDIANAPOLIS 500

Electronic Arts £24.99

9 At last! Formula One-style racing as it should be, with fast 3D polygon graphics, throbbing engines, squealing tyres, and 32 of the world's meanest drivers. Just listen to those cars belting down the speedway! (And watch them too if you own a 1 meg machine – the game's packed with nifty outside views and action replay functions that are loads of fun in their own right).

At first glance it all looks easy – after all, the Indy track is a simple oval, with no hidden bends, no nasty surprises. Wrong, wrong, wrong, of course – easy track or no easy track, attempting to harness the raw power of your machine and anticipating the moves of your competitors will leave you by the side of the road in no time. Frustrating at first, it has to be said, but give it an hour or so and it'll get its hooks dug deep – and then keep them bedded in for quite some time.

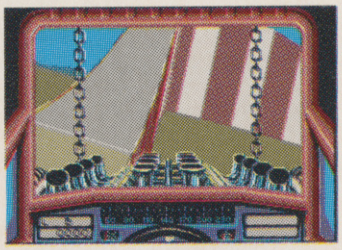
Faults? Well, the whole concept of *Indy 500* (ie speeding around the same track forever, no right turn in sight) limits lastability, but hell, it's well put together, it's fun, it's a classic through and through.

INDIANAPOLIS 500

STUNT CAR RACER

Challengers Compilation from Ubisoft £29.99

10 If you've ever seen that Ford ad where all the cars drive around the top of a precarious roller-coaster thingie you'll have a rough idea of what to expect from *Stunt Car Racer*. This is one killer-diller racing game. Attempting to cling to a track half a mile high while racing a computer car (or a friend if you have another Amiga and a datalink) is not the ideal pastime for those prone to vertigo – one bad move and it's time to say hello to big old Mr Ground. *Stunt Car* is far from perfect, with too few tracks, and unforgiving and ultimately limited gameplay (if you make one mistake and fall off the edge then you've lost the race, basically) but it's still tremendous, hair-raising fun. One of the most addictive games you are ever likely to play.



STUNT CAR RACER

PANG

Ocean £24.99

11 The game that set the standards for arcade conversions – this is a genuinely flawless copy. Add to that the fact that it's based on one of the most addictive coin-ops ever, with lush graphics and bouncy tunes complementing the gameplay perfectly, and you'll begin to wonder why it doesn't appear even higher in the 100. The reason? Well, the (slightly) squiffy collision detection can be depressing, especially when you're on the later screens. That aside though, it's damn near perfect.

What? You want to know about the gameplay? Well, okay – it's dead simple, basically a cross between *Space Invaders* and *Asteroids* (you play a little man at the bottom of the screen bursting deadly bubbles as they bounce above you) and this simplicity means you can pick it up in five seconds flat. As for putting it down, well, don't make any plans for the rest of your life, y'know?

PRINCE OF PERSIA

Broderbund (Domark) £24.99

12 The thing everyone always notices about this game is the absolutely staggering animation, but a little deeper probing (ahem) reveals a game positively brimming with features that make it a necessity in any collection. The atmosphere is unparalleled, the action is perfectly balanced between swashbuckling fights and mind-stretching puzzles, and the addictiveness is, well, very addictive indeed. It won't take too long to complete, but while it lasts it provides about as much fun as you're going to get from a computer.

SPINDIZZY WORLDS

Electric Dreams £24.99

13 Paul Shirley's classic *Marble Madness*-lookalike *Spindizzy* was a phenomenally popular 8-bit game several years ago, and this 16-bit update retains all the qualities of the original. It also adds graphical variety and some even more mind-torturing puzzles to the formula, although frankly that's about all. Still, when a game is this good, you don't need to dress it up much. *Spindizzy Worlds* is beautifully simple to play, but manically engrossing at the same time. Unmissable old-time fun.

NEBULUS

Hewson £24.99

14 With a basic principle that has its roots in Imagine's 8-bit classic *Jumping Jack* and similar ancient platform games, *Nebulus* takes their phenomenal addictiveness, twists it into a new style and couples it with 16-bit aesthetics, resulting in a game with an unparalleled capacity to cause screaming fits and nervous breakdowns, while still looking cute and innocent enough to knock your socks off at 50 paces. A game of towering brilliance then, and deserving of the longest two sentence review ever written.

NEBULUS

DUNGEON MASTER

Mirrorsoft £24.99

16 Devised way back in 1986, *Dungeon Master* was actually based on an even earlier PC game called *Wizardry* – in other words, it's bloody ancient. The basic idea is to choose four computer-generated characters, then venture forth into a 3D maze populated with treasures, traps and a fair few monsters. Especially impressive five years ago were the graphics for the corridors and monsters and the then-unique

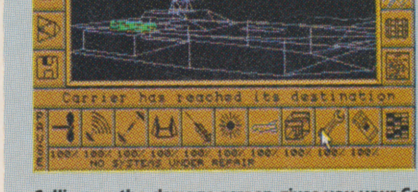
15 **Part flight sim, part strategy game,**

CARRIER COMMAND

Ubisoft (Full Blast compilation) £29.99

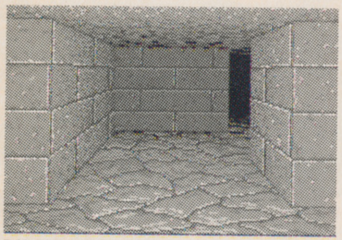
It's not often that a game defies categorisation, but 1987 saw the release of one which is still just about unique. *Carrier Command* saw a flight sim, a wargame, and *Battlezone* all rolled into one, creating an epic of tactical arcade violence that crammed a colossal amount of game into a single load from a single disk.

This was one of the very first Amiga games that truly deserved the description 'simulation'. You controlled everything yourself – the carrier, the attack planes, the amphibious tanks, the strategic supply network, the individual choice of weapons on your various craft – and frequently all at the same time. Everything was depicted in magnificent 3D filled-vector graphics which still put many of today's games to shame, and the whole thing was held together superbly by a plausible plot which for once gave you a real sense of purpose. It all happened in real time too, helping to pile on the atmosphere (which was oozing out all over the place to start with). *Carrier Command* also coped admirably with the Idiot Factor: it was possible (and boundless fun) to do things that weren't part of the plan, like set one of your precious Walrus tanks on automatic pilot to circle your carrier, then use it as target practice



Damage Status
Surface to Surface Missiles
Priority : Low
Status : Fully Functional
Carrier has reached its destination
100/ 100/ 100/ 100/ 100/ 100/ 100/ 100/ 100/ 100/
NO SYSTEMS UNDER REPAIR

Calling up the damage screen gives you your Carrier's status (amongst other things) – clearly you're not going to sink just yet.



DUNGEON MASTER

icon control system (by which each of your characters could pick up, wear, eat, drink, throw, and even fight with anything or one they encountered). Looking at it now though, these elements seem quite ordinary – it's the layout of the puzzles that remains its great (and much imitated) strength. Armed with a few spells, several large swords, and a smattering of logic, even a beginner can make quite a bit of headway into the dungeons, and more than likely get engrossed for hours. Massively influential and, even after all this time, one hell of a playable game.

RICK DANGEROUS II

MicroStyle £24.99

17

Let's get this straight. There are good platform games, there are great platform games, then there's *Rick Dangerous II*. Rick, a hero not a million miles from Flash Gordon, is once again pitted against the utterly evil Fat Man, who is now in cahoots with a race of bike-helmet wearing aliens from the planet Barf.

Commencing in Hyde Park, Rick must run, leap, crawl, brawl and beat his way through five levels before reaching Fat Man's headquarters. Puzzles, lifts, traps, monsters and heaps of screens await our cute little super-hero, the graphics are small but neat, and the action cracks along at a fair old pace. *Rick Dangerous II* may look distinctly average to the uninitiated, but don the Dangerous garb just once and you'll be hooked – it's almost guaranteed.

ULTIMA V

Origin (Mindscape) £29.99

18

Another year, another episode in the Ultima saga. From modest beginnings the Ultima games have improved and developed over the years, rising from cult to mainstream level. Now with the advent of *Ultima V*, there's one more very good reason for owning an Amiga.

Don't let the graphics put you off though – it may not look like a 16-bit title, but behind that crappy visual facade lies a role-playing game of mammoth proportions. Using three different levels of overhead views, you control a party of characters, guiding them through an assortment of landscapes and the odd combat sequence. In addition to the usual range of mythical creatures to carve up, it also features a cast of more reasonable characters with whom you can communicate, gleaning vital clues about your ultimate (ahem) quest. It's this 'real world' nature of the game which gives *Ultima V* such an excellent atmosphere, making it arguably the best role-playing game you'll ever see...or until *Ultima VI* arrives, anyway.

THE NEW ZEALAND STORY

Ocean £24.99

19

Well knock me down with a feather. Another cute platform game! Yes, but when they play this good, who cares? Based on the cult Taito arcade game, *The NZ Story* begins with a predictably preposterous plot concerning cute kiwis and a nasty old walrus (you know, it's the old one about all your friends getting kidnapped, and you having to mount the rescue operation) though this is really just the usual excuse for some good clean platform fun. Some pretty bizarre backdrops and one or two unusual features (Bombs? In a kiwi game?) added to a difficulty curve that rises quite brilliantly equals arcade perfection brought to the Amiga. 'Nuff said.

HELP ME
SCORE:002450

THE NEW ZEALAND STORY

THE SENTINEL

Firebird (MicroProse)
DELETED

20

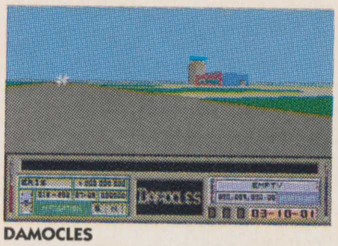
Ever played chess? You have? Good. Then imagine playing it with only two pieces, on a 3D landscape. Just to make things a little more interesting, make one piece a rotating sentinel with a deadly stare, and give the other one the ability to absorb trees, then create boulders with which it is possible to gain a height advantage over the sentinel (and so complete the level). If that sounds like it makes some degree of sense to you then you're obviously a very weird person. You're also the ideal *Sentinel* player. With 10,000 levels and a helpful password system, it offers almost endless scope for people with sanity problems. Groovy stuff indeed.

DAMOCLES

Novagen £24.99

21

After an incredibly long wait, Paul Woakes has produced an enormous game which is a step up from his earlier classic *Mercenary* in every way. The solid 3D graphics work superbly, the sheer amount of game to be explored is phenomenal, and your brain will have to work overtime to cope with the massive workload. Everything about this game screams 'BIG!' at you, and you'd do well to listen to it. Not for those of short attention spans, but a true classic all the same.



DAMOCLES

PARADROID 90

Hewson £24.99

22

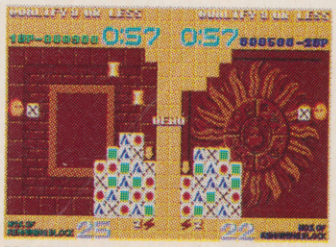
Back in the mists of time – when C64s ruled the earth – a young man by the name of Andrew Braybrook innocently created a phenomenon. One of the most original games ever, *Paradroid* was also the first computer game to include that metallic effect so beloved of many of today's programmers. Leaping back to the present, and what do you know? Andrew has converted his baby for Amiga owners! Taking charge of an 'influence device', your task is to clear a fleet of space freighters of rogue droids, either by blasting them or attempting to transfer the influence device to their bodies. This is where the fun really starts, as working your way through the droids, you can build your character up into one mean metallic mother, bristling with weapons and armour. *Paradroid 90* really is a gem, looking and playing like nothing else. Just one more thing to say – buy it!

PLOTTING

Ocean £24.99

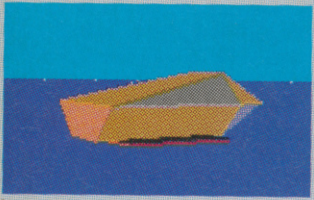
23

Slightly less abstract than Ocean's other popular puzzler *Puzznic*, *Plotting* is also more immediately accessible, thanks to its cute little potato-like (or is it lemon-like?) hero. With only one real rule it's a very easy game to play, but to do it well you'll need to have a very firm grip on all your mental faculties, as working out what's going to happen when you zap a certain block and all the others above it collapse makes your brain hurt. Lack of a password system puts a question mark over long-term addiction potential, but the fun of the simultaneous two-player mode will last forever. Both as an accurate conversion of the coin-op and as an engrossing and intelligent (yet still packed with arcade excitement) game in its own right, *Plotting* is a winner.



PLOTTING

part *Battlezone* (and all classic)

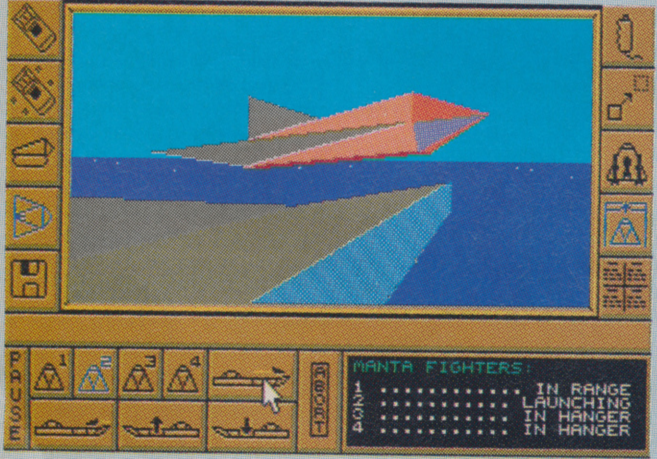


Enemy located, and it's time to send him some amphibious death. One of your Walruses sets sail – now all you've got to do is resist the almost overwhelming temptation to use it for a bit of target practice!

for your deck-mounted laser or surface-to-surface missiles.

All this depth had one predictable drawback – a huge manual and initially incomprehensible icon control. Still, it was more logical than many, and half-an-hour's self-discipline to read through the book is hardly too much to expect when the reward is a game you'll play for years, now is it?

Though one of the oldest games in this Top 100, Carrier Command hasn't really aged one bit – it's almost impossible to put your finger on anything that could have been done better or could have been included (but wasn't). And it's still value for money four years on. Your Amiga isn't complete without it.



```
MANTA FIGHTERS:
1 ............ IN RANGE
2 ............ LAUNCHING
3 ............ IN HANGER
4 ............ IN HANGER
```

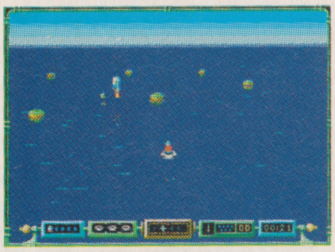
Five... Four... Three... Two... One... Thunderbirds are go! Time for a spot of reconnaissance before we send in the heavy artillery.

TYPHOON THOMPSON

Broderbund DELETED

24

'What's this doing in the Top 100?', we hear you cry. 'It's got extremely repetitive gameplay, only five levels, graphics that consist largely of seascape (ie. blue), sound that can only be described as minimalist, and it's not exactly action-packed, either.' Well, yes, we know all that, but the fact remains that *Typhoon Thompson* is a lot of gonzo fun – besides having the funniest intro sequence ever – so its just got to go in. And that's that.



TYPHOON THOMPSON

KLAX

Domark £19.99

26

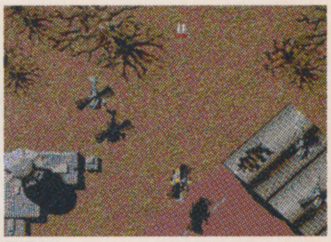
If you liked *Tetris* but found it a bit restricted in gameplay terms then *Klax* is the game for you. It's got the same relentless challenge, with the added attraction of decent graphics, (but with lots of scope for showing off) plus big bonuses, warps, and presentation which was for once the equal of the gameplay. Mix it all together and you get a lasting source of enjoyment which works in seconds, but lasts for up to eight hours! (Or something.)

SWIV

Storm £24.99

27

Xenon 2 has long been the benchmark by which vertically-scrolling megablasters are judged, but that looks all set to change with the release of this gorgeous game from top disco situationists The Sales Curve. Er, top programmers The Sales Curve. In several ways a follow-up to *Silkworm*, *SWIV* improves immeasurably on its ancestor with staggeringly lovely graphics, better-balanced gameplay (the jeep is now also a force to be reckoned with) and thanks to the Dynamic loading system, genocidal slaughter on a non-stop basis. Nice touches abound, and unless you're some kind of highly-strung soft boy, *SWIV* will put a smile on your face that even plastic surgery couldn't shift.



SWIV

25

War game realism blended with artistic licence

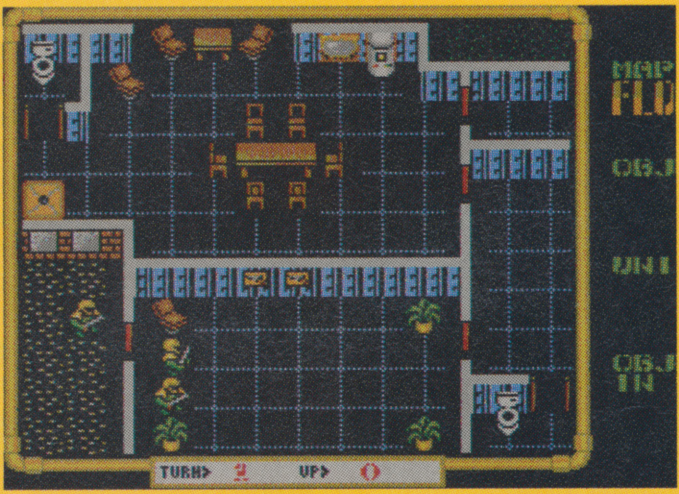
LASER SQUAD

Blade £19.99

The programmer of this game, Julian Gollop, has a pedigree stretching back many years on the 8-bit machines, including such critically acclaimed cult hits as *Chaos* and the wondrous *Rebelstar* (one of the best Spectrum games of all time, no argument). His first 16-bit effort, whilst following in the footsteps of these earlier games, takes the ideas much further. *Laser Squad* increased the strategic factor quite dramatically, giving a choice of scenarios and objectives as well as difficulty levels, and allowing the player to choose individual weaponry and armour for all his troops. Hidden movement for enemy forces – only making them visible when they crossed a trooper's line of sight – made the game infinitely more realistic, and added an element of suspense that really gripped. Walking across a corridor to be suddenly caught in the middle of a crossfire from half-a-dozen enemy soldiers has to be one of the most horrifying experiences in computer gaming.

Wargames are traditionally pretty dull stuff, with snappy presentation and exciting action passed over in favour of 'realism' and 'accuracy'. Julian Gollop's games, however, rattle along at a fair old rate with explosive bursts of zapping mayhem (though all done in a strategic kind of way, with arcade reflexes hardly called into play), and they look good too, with the splattered bodies of your slaughtered comrades littering the battleground alongside all the other debris of war.

***Laser Squad* blends realism with artistic licence in just the right amounts to make something which works both as a wargame and as a computer game. This seemingly-simple concept is one which has proved notoriously hard for game designers to grasp in the past, but Julian Gollop seems to have it off-pat. Of course, not being a coin-op or movie licence, you might find you have to traipse around a bit looking for a shop that stocks it, but hey, it's well worth the traipse.**



The attackers (those little guys in the yellow hats) have infiltrated the base. 'What now, boss?'

INDY JONES ADVENTURE

US Gold £19.99

28

For many people, this game represented the peak of its genre. Following closely the plot of the movie, it was nonetheless just as much fun for those who hadn't seen the film (unlike, say, *Ghostbusters II*) as it was for those who knew it backwards. The puzzles were slightly more logical than usual, the disk swaps for once kept to a minimum, and the whole thing is completely huge into the bargain. There's months of entertainment in this one.

F-19 STEALTH FIGHTER

MicroProse £29.99

29

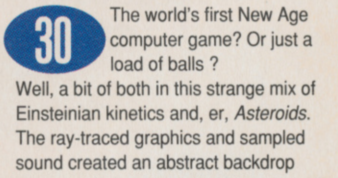
'More to see, do and feel than in any flight simulator!' trumpets the packaging of this latest in a long line of flying games with 'F' in the title. And indeed, *F-19* includes features never seen before in the genre, such as the fascinating 'bounce off the sea' incidents. Such curiosities aside however, this is probably the most sophisticated and realistic flight sim yet, and with hundreds of 'strategically accurate missions' it'll keep you playing for weeks. (In fact, it'll take you a fortnight just to read the manual!) If there is a complaint, it's that the game is just too accurate – it so expertly simulates the technical superiority of the Stealth planes that it's almost impossible to get yourself killed once you've learnt the ropes. Still, that's realism for you.

E-MOTION

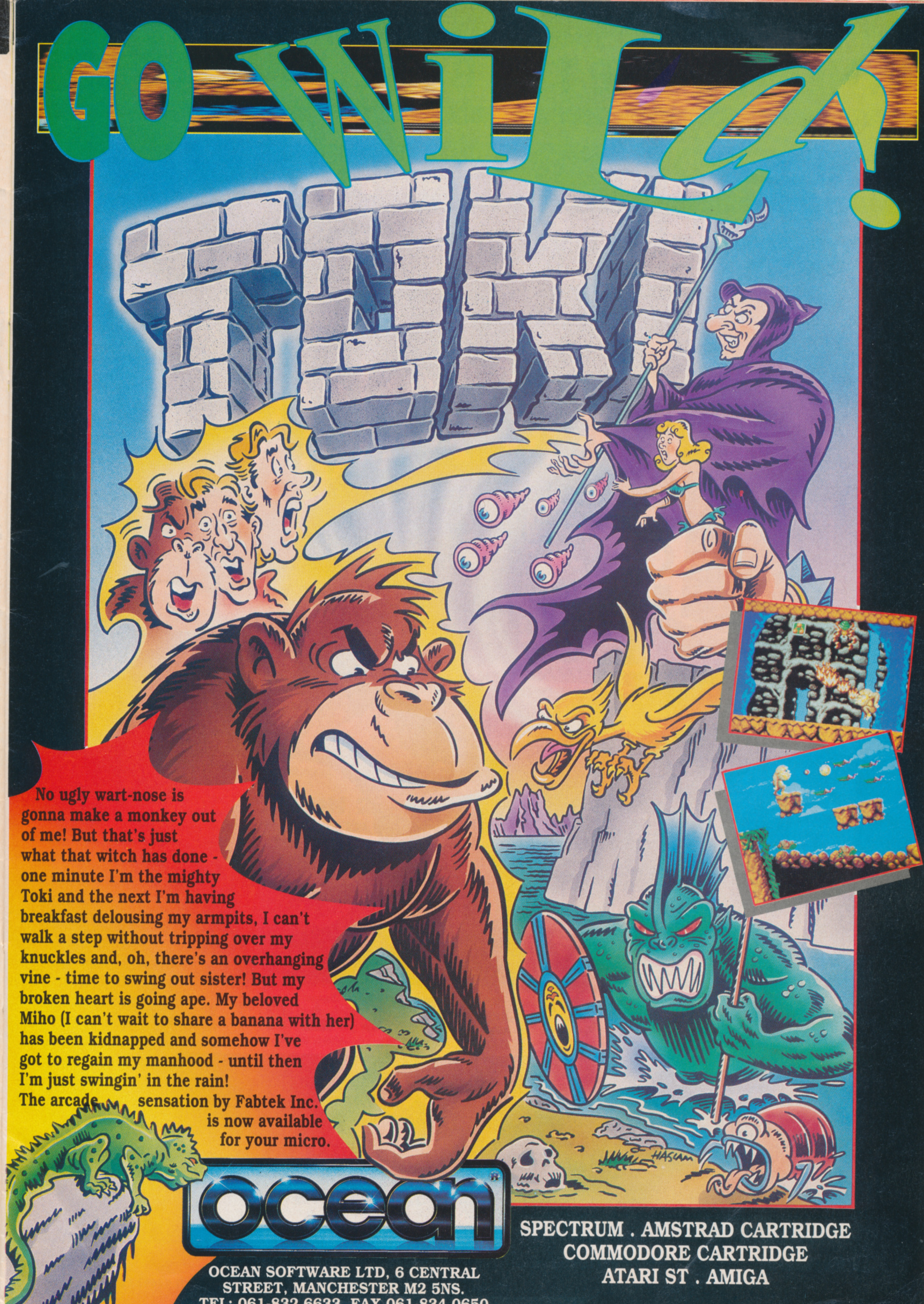
US Gold £19.99

30

The world's first New Age computer game? Or just a load of balls ?
Well, a bit of both in this strange mix of Einsteinian kinetics and, er, *Asteroids*. The ray-traced graphics and sampled sound created an abstract backdrop against which a very simple idea turned out to be a massively playable instant classic. Original and absorbing (though, it has to be said, utterly incomprehensible to a good many people) it's the game that proved particle physics could be fun!



E-MOTION



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

ocean

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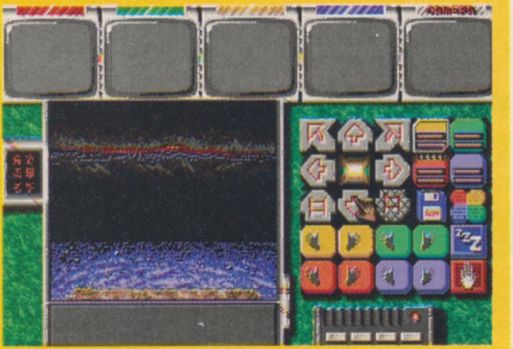
31 ***Dungeon Master* meets cyberpunk**

CAPTIVE

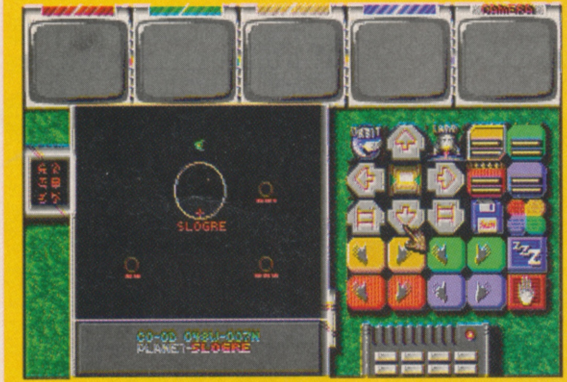
Mindscape £24.99

Veteran programmer Tony Crowther took his cue from the ground-breaking *Dungeon Master* to offer something which, while not as innovative as its precursor, manages to refine the style to perfection. With just enough documentation to get things up and running, *Captive* is one of our favourites, the 'I wonder that this button does?' sort of game.

So what are you actually meant to do? Well, explore of course. Utilising a range of icons, a main 3D display and five smaller monitors, you're given full control over four remote droids. The initial idea is to guide these droids around in order to free yourself from a prison cell (something which could take around three weeks to achieve), but that's really only the beginning. Once you're out there's a frightening range of military hardware to master, mazes to explore and aliens (lots and lots and lots of aliens) to overcome.


Getting around in *Captive* is not as easy as it first appears. (Our intrepid droids seem to have missed the landing site).

In fact, fighting is one of the mainstays of the game. In classic role-playing tradition, successful punch ups gain you experience, which makes your droids even tougher, which gives you more of a chance to get somewhere in the game.



Preparation is called for before getting into the dungeons. Select the right planet, get into orbit, then touch down.

One of the nicest things about *Captive* is the almost uncontrollable urge you get to seek out new life (as the saying goes) and then beat it to a pulp. Droids do tend to get damaged in the process though, so the local shops are handy places to visit, and it's always a good idea to carry around a few spare limbs.

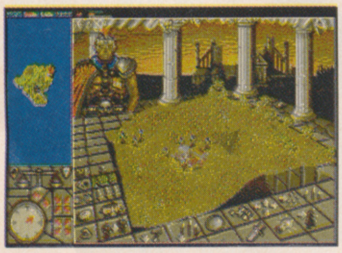
And there we have it really. With several thousand challenges ahead *Captive* probably offers mappers and strategists more playing hours per pound than any other game. For once an icon control system isn't obtrusive – and actually lends things an excellent cyberpunky feel – while just about every technical and game-playing aspect has been tuned to near-perfection. *Captive* is cut from the same cloth as classics like *Elite*, the Ultima series, and of course *Dungeon Master*, and proves to be a similar obsessive experience. Take a few months off work, get in a good supply of coffee, then boot it up. You won't be disappointed.

POWERMONGER

Electronic Arts £29.99

32 Having made it big with *Populous*, it seemed only natural that Bullfrog would come up with another release in the god simulation vein. Having the good sense to create something which would appeal to *Populous* addicts without simply doing a re-tread, *Powermonger* brought the god sim down to a much more personal level. Using an icon control system, and with a refined 3D world view, the player takes on the role of a warrior leader who must influence the action of his peasants and fighters, sending them out for food and guiding them in battle. By introducing individual character control to the genre, *Powermonger* effectively becomes a state-of-the-art wargame, albeit one which is conspicuously devoid of naff graphics and operates in real time.

A massive game which (judging by sales figures) has done the almost impossible and given strategy games mass appeal. Success indeed.


POWERMONGER

XENON 2

Imageworks £24.99

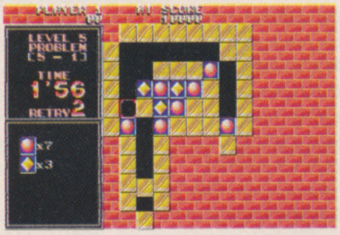
33 In-game music entered a whole new dimension on the Amiga with Xenon 2's Bomb-The-Bass-play-Assault-On-Precinct-13 theme tune. Here was a game that actually sounded better if you didn't turn the monitor sound down and put the hi-fi on instead. Gorgeous parallax graphics and a wealth of visual imagination added to the appeal, although the actual game itself could get rather samey (and if you didn't have an autofiring joystick you could forget it). All the same, a classic from the Bitmap Brothers – big, slick, and still one of the best looking (and sounding) games around today.

PUZZNIC

Ocean £24.99

34 A straightforward puzzle game – especially one like this, with its rather ropey graphics and lack of a two-player mode – might not seem like a likely candidate for the Top 100 Amiga games of all time. But look past the surface paint, ignore the lack of clever add-on extras, and check out what lies beneath – a mightily-addictive game.

The aim couldn't be simpler. Each screen contains a number of blocks which disintegrate when they come into contact with like-patterned blocks. Remove all the blocks from a screen and you've done it – time to move on to a harder one. The complications arise when an uneven number of blocks are present, or when various moving platforms and traps try to whisk them off to remote areas of the playfield. *Puzznic* is one of those games which should by rights be mind-numbingly boring, but actually turns out to be one of the most compulsive things ever. If you don't like *Puzznic* you are a very sad person indeed.



PUZZNIC

SUPER OFF-ROAD RACER

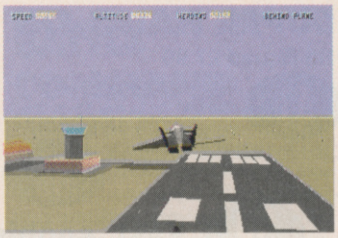
Virgin £19.99

35 The art of coin-op conversion has reached something of a pinnacle in recent times, with the likes of Ocean's *Pang* proving almost indistinguishable from their arcade parents. Virgin's contribution to this new age is *Super Off-Road*, a *Super-Sprint*-with-pick-up-trucks game endorsed by Ivan 'Ironman' Stewart (who's apparently a big cheese in the field). And Ivan would be pleased with the job Graftgold have done on his coin-op, as it's truly a perfect clone. There's not much else to be said, other than if you liked the very groovy arcade machine, you can now literally play it at home.

F-29 RETALIATOR

Ocean £24.99

36 Flight sims can be terminally dull for your average arcade junkie, but Ocean changed all that with this fast-action zap game with unrivalled playability in its genre. There was no reading 300-page manuals before you could get into *F-29*, though it was still packed with enough detail and variation to keep tech buffs happy for weeks. Unfortunately it's gained a reputation for being quite badly bugged (we've seen a couple of minor ones, though nothing too catastrophic), but it still provides more action packed fun than just about anything of its type.


F-29 RETALIATOR

VAXINE

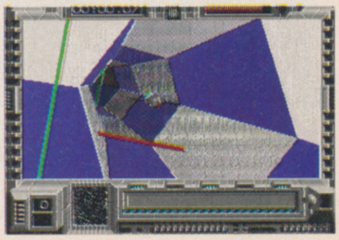
US Gold £24.99

37 The Assembly Line programming team had two huge hits with *E-Motion* and *Interphase*, so it seemed only sensible to combine the two for this deeply strange arcade cure-'em-up. Actually the resemblances are purely aesthetic, since the game is actually much simpler than either of its 'parents', being *Battlezone* at heart. With ray-traced graphics and a difficulty curve that was more of a difficulty wall, it's too tough for almost everybody, though gorgeous to look at while it frustrates. The game nobody can do, but everybody enjoys being crap at.

INTERPHASE

Imageworks £29.99

38 If you're one of those people who likes to really get their money's worth out of a game, *Interphase* is an essential purchase. After gently leading you through the first level, the difficulty factor lurches upwards (you'll spend weeks on some of the later ones) but the game is so atmospheric and involving you won't hear many complaints. Plot-wise it's a sort of cyberpunky inside-a-computer →


INTERPHASE

affair and – yes! – you can still get a copy for a bargain £3.95 (plus package and posting) with a back issue of Amiga Format 18 – you'd be certifiable to miss it!

- **£3.95 with Amiga Format Issue 18**

CAR-VUP

Core Design £24.99

40

Now this is lovely. Cutesy cartoon graphics are rapidly becoming standard issue on Amiga arcade games, but these are something special, just oozing character. The game itself is so simple you could play it with your brain tied behind your back, and the combination of the two makes *Car-Vup* irresistibly addictive, and more fun than you could shake a double-decker bus at.

SUPER HANG-ON

Hit Squad £7.99

41

Cult programming hero ZZKJ changed the face of 16-bit driving games with this blindingly fast bike racer. Coin-op accurate, with super-smooth movement, hills and dips that really made your stomach lurch, and perfect (adjustable) control, *Super Hang-On* was the first game of its kind to really capture the thrills of high speed racing, and remains one of the best, if not the best in the genre. At its new low price, you really couldn't ask for more.

PRO TENNIS TOUR 2

Ubi Soft £24.99

42

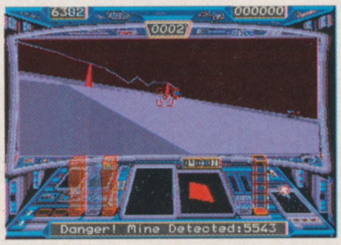
This follow-up to Ubi Soft's successful *Pro Tennis Tour* provides more depth than any other tennis sim available. You can have your player under computer control so you only have to worry about hitting the ball, or take all the responsibility on yourself – in fact, just about all the parameters of the game can be customised. It's extremely playable too, and despite a couple of oversights (such as girlie tennis players being called 'Thomas', and half of the more impressive features only being available to you on expanded machines) it's easily number one in its field.

STARGLIDER 2

Rainbird (MicroProse) £24.99

43

Some games, like wine, just get better with age, and *Starglider 2* is one. In a computer market populated by arcade conversions and beat-'em-up clones, it stands out in terms of technical excellence and good old fashioned playability. From the hellish speed of the solid 3D graphics to the responsive control of your space craft and the satisfying way your lasers tear the enemy to pieces, *Starglider 2* reeks of quality. Expanding on the airborne scenario of its predecessor, the action actually takes place over a whole solar system, with interplanetary skirmishes to contend with. Luckily, despite a few misguided attempts to make it into an epic tale of interplanetary war, the bottom line is that it still rates as one of the finest post-*Star Wars* arcade blasts to date.



STARGLIDER 2

SHANGHAI

Activision £19.99

44

This game is loosely based on the ancient Chinese game of *Mah Jong* – which has been played for thousands of years – so there's no question mark over its lasting appeal. Immediately playable but with enough depth to drown in, *Shanghai* is a real 'one-more-try-it's-only-4am' job. It tests your eyes, your brain, and surprisingly enough, your arcade reflexes (if you play in two-player or speed modes). Inscrutably wonderful.

LOTUS ESPRIT TURBO CHALLENGE

Gremlin £24.99

45

Options are the name of the game here. There are one or two player options, different control method options, difficulty options, track options, in fact enough options to keep both arcade and simulation fans happy playing this excellent racing game for weeks on end. Gremlin have gone for pure driving excitement rather than realism here, meaning that at some points (particularly when you're driving blind over the crests of hills) it can get positively scary. Great competitive entertainment in the unusually well thought out 2-player mode too.

OPERATION STEALTH

Delphine (US Gold) £24.99

46

US Gold's second release from the Delphine stable (after the extremely popular *Future Wars*) utilises the same successful command system in a game that's got more James Bond feel than any real 007 license. Technically superb, *Op Stealth* plays like a dream, taking all the tedious vocabulary-guessing out of adventures and replacing them with a uniquely friendly pull-down menu parser. The inclusion of arcade sequences seems like a mistake, but the atmosphere of tongue-in-cheek humour balanced with mounting tension will keep you playing, despite any annoyance at dying due to a lack of reflexes after five hours of mental aerobics. Jolly good, all things considered, and pointing an interesting way forward for adventure games.

WORLD CLASS LEADERBOARD

Kixx £7.99

47

This golfing game has a long pedigree stretching back several years and several updates from the original 8-bit *Leaderboard*. It hasn't really aged that much however, and still proves to be one of the most playable sport sims around. Technically it's looking a little outdated now, but for enjoyable gameplay and sheer number of variations, there's very little more you could ask for from a golf game. More fun than the real thing (and a lot less expensive too).

39

Fast, sophisticated, arcade-like...and Freescape?

CASTLE MASTER

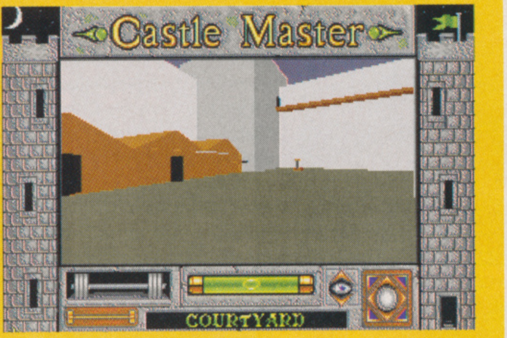
Incentive (Domark) £24.99

With the launch of *Driller*, Incentive Software introduced their 'revolutionary' Freescape system, a 3D affair that soon proved to be the perfect format for atmospheric (if sluggish) exploration-cum-puzzle games. Several more Freescape games down the line, and *Castle Master* offers something of a departure. Whilst retaining the famous solid 3D display system, the game has been given a medieval setting. Given the rather abstract nature of the Freescape system, this may not sound like a good idea, yet strangely enough it's a combination that works. Fantasy scenarios always seem to marry well with the problem-solving genre, and *Castle Master* offers possibly the most visually sophisticated of these yet. Though it doesn't actually employ any role-playing techniques as such, the atmosphere of an isolated castle is conjured perfectly – you can almost smell the damp the instant you go inside.

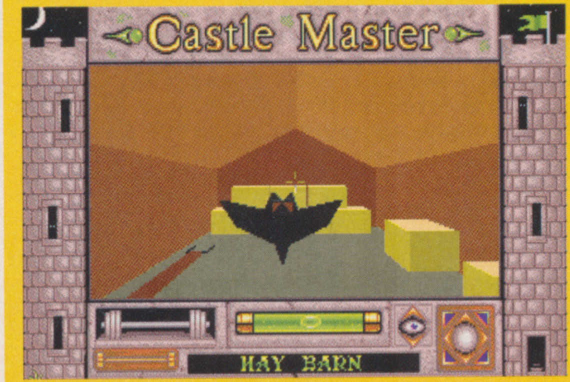
The actual plot of the game is fairly minimal. At the outset you must elect to play either a prince or princess, leaving the remaining character to be whisked off to Castle Eternity, and imprisoned within. The game proper then commences just outside the castle walls, with a closed drawbridge and shark-infested moat lying between you and the castle itself. Mouse, joystick or keyboard are then employed to guide the royal hero(ine) into and through the haunted castle.

And all very atmospheric it turns out to be too, though it has to be said that when nasty ghosts start appearing the Freescape system begins to show signs of wear – it's doubtful whether the programmers had animated nasties in mind when devising the original code. No, compared to the 3D graphics of games such as *Damocles*, *Castle Master* can't really compete, so it's a good job these arcade-ish sequences aren't what the game is really all about at all. The meat and potatoes is the exploration aspect, finding the right key for the right door, checking hidden locations for objects, picking things up, using them and so on, and this is where it excels.

What else can we say about it? Well, despite the obvious temptations they may have felt to the contrary, documentation is kept to a realistic level, with a simple introduction, explanation of the control system, and a poem by industry cult figure Mel Croucher. Tempting as it might be, don't ignore the poem – there are actually a number of helpful hints to completing the game hidden away inside the bloody thing. It's nice to play an involving, relaxed game that doesn't rely on committing genocide and beating people to a pulp all the time, and for that Domark and Incentive Software should be heartily congratulated. Give it a try – you may find yourself pleasantly surprised.



Into the castle grounds, and things are strangely quiet.



Never mind bats in the belfry, they get everywhere in *Castle Master*. A well placed rock should clip his wings.

ARKANOID II – THE REVENGE OF DOH

The Hit Squad £7.99

48

Strangely enough, this game didn't ever actually appear in the arcades – it was a home grown follow-up to the original conversion of the monster coin-op hit. The 64 new screens are divided into two sets of 32, so you can choose your own route through to avoid those especially frustrating levels if you so desire. The graphics are crisp, some new brick types, aliens and power-ups add to the fun without complicating matters too much, and the control handles well – much better than the paddle of the original coin-op did. All the *Breakout* clones (updated versions of the classic bat and ball computer games) remain extremely playable and worth having – we've picked this one because a) it's arguably the best of the bunch and b) it's certainly one of the easiest to get hold of. Unmissable fun.

BATTLE SQUADRON

Electronic Zoo, £24.99

49

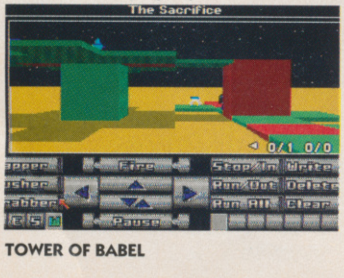
The year is 2440AD and the Barrax Empire are preparing to wage war on Earth. Only one man...oh, you don't really want the plot do you? Let's face it, *Battle Squadron* is just about as primitive as Amiga games get, offering a bog-standard scrolling shoot-'em-up, with power ups and a few other extras. Which doesn't go very far to explaining why it's in our Top 100, does it? Well, if we were to mention the gorgeous landscapes – with their touch of 3D-ness – or the hundreds of whirling, darting opponents it might get a bit clearer. What really swings it though is the superlative game design – here's a shoot-'em-up that really works. Ridiculously old-fashioned, but groovy all the same.

TOWER OF BABEL

Rainbird (MicroProse) £24.99

50

Weird is perhaps the best adjective to describe *Tower Of Babel.* Certainly the 3D view seems familiar, but the actual aims are a lot more cerebral than you'd expect, combining puzzle elements with a video recorder style remote control system. Using this mouse-driven panel, you are given control over three 'spider' droids, each with its own special skill. One droid can zap things, another can push, while the third has a grabbing capability. Using the talents of all three together, each level must be cleared of blocks known as Klondikes – no mean feat when you see the landscapes and meanies just waiting to hinder you. *Tower Of Babel* really is something completely different, and so not everybody will go for it. Anyone who does get hooked, however, will do so in a very big way.



TOWER OF BABEL

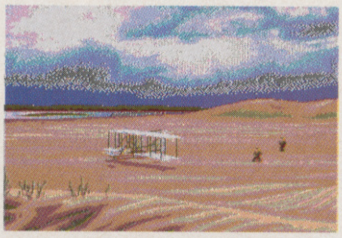
WINGS

Cinemaware (Mirrorsoft) £29.99

51

Time to do my bit for the Great War, I thought. Having encountered a spot of bad luck on my first training mission, the chances of getting in a spot of skybound hun-bashing looked jolly remote indeed. But being bally good sports, the chaps gave me another chance to earn my wings with a simple bombing mission. Time to take to the skies, when...Please insert Reel 1.

Cinemaware do it again, with a truly beautiful blend of 3D and 2D bi-plane sequences, atmospheric interludes, and some of the most infuriating disk-swapping ever. Every time the game draws you back to the sepia-tinted era of WWI, the bloody disk-swapping does its best to spoil the whole thing. Great if you've got two drives, but Cinemaware really should try to cater for the standard machine.



WINGS

CADAVER

Image Works (Mirrorsoft) £24.99

52

Anybody remember a Spectrum game called *Fairlight*? Nope, thought not. Well, *Cadaver* bears more than a passing resemblance to said game, and is an interesting change of pace from the normal fast, flash Bitmaps fare. With picturesque 3D isometric graphics, many a medieval mindbender, and a nifty icon system by which to manipulate the world around your character, it brings one of our favourite game genres (the isometric 3D puzzley thing) to the Amiga – and with style. There are literally hundreds of rooms to explore, the obligatory range of spells, and the occasional rat, lizard, and fire-breathing dragon to contend with, so *Cadaver* certainly has longevity. Not, admittedly, the most action-packed piece of software ever, but it does have a mystical, olde-worlde charm all of its own. And it really does look gorgeous.

BUBBLE BOBBLE

Firebird (MicroProse) DELETED

53

Before *Rainbow Islands* dazzled everybody with its cutsie graphics and compulsive action, there came *Bubble Bobble*, which introduced the characters Bub and Bob. For some obscure reason they were dinosaurs back in those days, blowing bubbles at the meanies, jumping around and generally traversing 100 static screens of typically Japanese platform action.

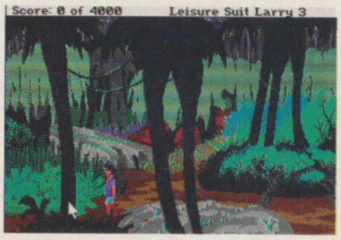
Almost as cute as Rainbow Islands, Bubble Bobble proved irresistable. With the inclusion of a two player mode, and adequate re-creation of the coin op game mechanics, the Amiga *Bubble Bobble* was one of the best of the early 16 bit arcade conversions. Play and see just what all the fuss was about.

LEISURE SUIT LARRY III

Sierra On-Line £34.95

54

It's bleeding expensive and it takes five disks, but the latest and best Leisure Suit Larry will have you crumpled in a giggling heap from the moment you open the instruction manual. An interactive adventure for the broad-minded only (the subtitle 'Passionate Patti In Pursuit Of Pulsating Pectorals' says it all really) it's got more puzzles than Poirot and more sex than Play Away – Larry is well on his way to corrupting all those cerebral (celibate?) adventure freaks out there. After all, you try naming another game which requires you to make a phallic carving to sell as a souvenir! There is even the opportunity to take on the character of Patti, Larry's girlfriend. Saucy perhaps, but actually jolly well done all the same.



LEISURE SUIT LARRY III

ARCHIPELAGOS

Millenium £19.99

55

Despite appearances to the contrary, this is actually a very simple arcade game in concept, though it's been dressed up to look like a cross between *The Sentinel* and *Resolution 101.* Quite intriguing, if a bit hit-and-miss, in concept, but what makes it stand out from the crowd is (it's that word again) atmosphere. The game just feels so real that you get completely drawn in, and before you know it you're a week late for work. Proof that you don't need a coin-op license to make a good arcade game.

HELTER SKELTER

Audiogenic £19.99

56

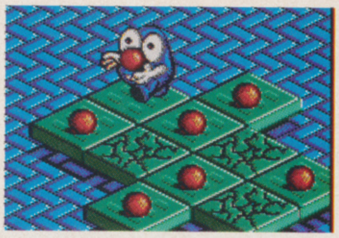
Take elements of *Bomb Jack*, *E-Motion* and *Breakout*, add some cutie graphics, and the result will probably be very similar to *Helter Skelter.* Forget state-of-the-art games with lethal space-craft and deadly aliens – *Helter Skelter* puts you in the vulcanised guise of a very bouncy ball on a mission to clear oodles of platforms of nasty meanie types. Simple it may sound, but just try controlling the bloody thing! An unusual bounce system and some devilish screen layouts mean heaps of frustration and simultaneous two player mode puts even more spring in its step. Dead simple, dead good, requiring heaps of dexterity, but no brains whatsoever.

BOMBUZAL

Imageworks £19.99

57

Bombuzal's main claim to fame could well be the fact that it features some of the biggest names in programming on the credits, ie Tony '*Captive*' Crowther, Andrew '*Paradroid*' Braybrook and Jeff '*Gridrunner*' Minter. Thankfully though, that's not all it's got going for it. The actual game involves some silly cartoon fun, with the task of detonating bombs giving it an original twist. Deviously design ensures that things never get too easy, and with 120 screens, *Bombuzal* could well be the best 3D (or 2D if you so prefer) maze/puzzle game around.



BOMBUZAL

Now check out the extended review starting on page 28!

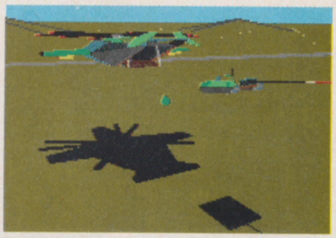
BATTLE COMMAND

Ocean £24.99

58

Nominally the follow-up to *Carrier Command*, this game bears practically no relation to its illustrious tactical epic predecessor, despite initial appearances to the contrary. Indeed, with its heads-down blasting format it's almost an elongated extension of the amphibious tank sub-section from the original game. Er, except without the 'amphibious' bit.

But hold on a minute, we're being a bit unfair – there's actually quite a lot to it all the same, with a wide range of missions and available weaponry providing a lasting challenge backed up by some very nice (if rather green) graphics. The depth of strategy belies the game's arcade feel, and while some of the missions are a bit odd (if not impossible to complete) the balance between working your brain and your trigger finger is nicely handled. A success, but it still looks fairly weedy when put next to *Carrier.*



BATTLE COMMAND

THE KILLING GAME SHOW

Psygnosis £24.99

59

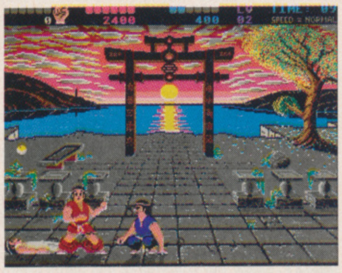
With Psygnosis' grooviest intro yet, *The Killing Game Show* has a lot to live up to before it even loads. It very nearly manages it too – what we have here is a cutsie(ish) platform game with nominal arcade-adventure overtones that's a lot of fun to play. It's very speedy, and the swarms of mean aliens never give you a moment's peace, though to be honest the violent, metallic graphic style doesn't really seem appropriate to the tone of the game. It does have one great innovation though, which makes it a vast improvement over many similar games – the interactive action replay function. This runs through your last life and lets you take over at any time – usually just before you made that one fatal mistake – and really helps to raise the addiction level, lifting *The Killing Game Show* far above the run of the platforming mill.

IK+

System 3 £19.99

60

Beat-'em-ups are usually among the most tedious of games, but *International Karate+* managed to rise above the usual repetitive thumpfest by including a liberal dose of humour, and the unheard of (at the time) addition of an extra computer opponent. The mayhem was incredible and could be amusing in a crude sort of a way (fighters' trousers fall down etc), and with added bonus rounds for variation and a lovely atmospheric background you've got all the ingredients for the only beat-'em-up you ever need to own.



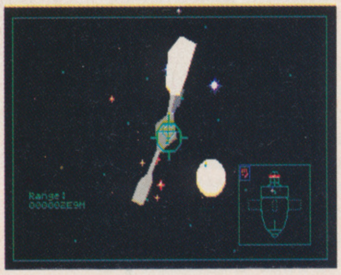
IK+

WARHEAD

Activision £24.99

61

Warhead simply has to be of the most spectacularly atmospheric 3D space games around. Using some freaky auto-pilots, lashings of green HUD systems, and a weird fish-eye lens view of the universe, it draws you into a demanding but very slickly presented game that'll have you swearing with frustration for the first few hours. Stick with it however and your reward will become clear – a wealth of weaponry to explore and progressively involving missions. If you loved *Elite* (but could have done without the boring trading bits) and have a thing for the Alien(s) movies, *Warhead* will delight and bewilder you.



WARHEAD

FUTURE WARS

Delphine (US Gold) £24.99

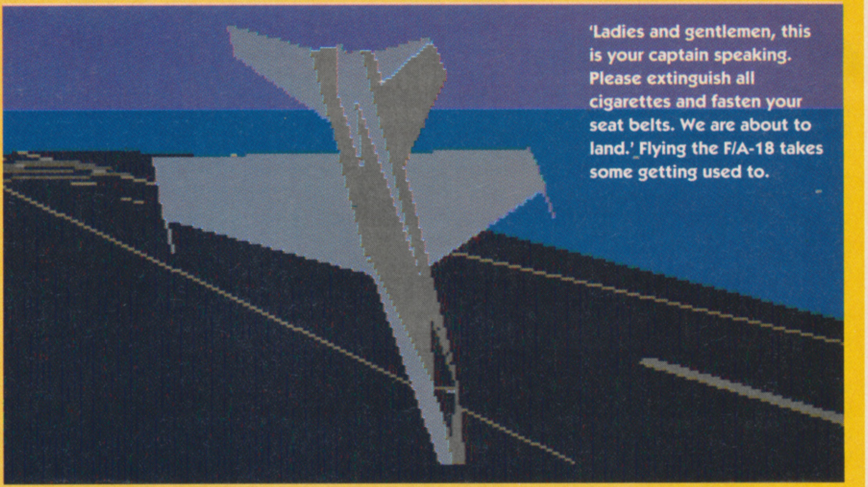
63

With *Future Wars*, Delphine introduced their 'Cinematique' adventure system to an unsuspecting (but soon to be overjoyed) world. Based on the premise that you can have adventure gaming without using the keyboard, *Future Wars* combines moving characters with pop-up menus to give one of the most user-friendly player interfaces you could wish for. Of course there's the predictably silly plot, which involves alien invaders in the 43rd century or something, but the actual puzzles are original, and the whole thing looks and feels very slick. The superior sequel (*Operation Stealth*) may now be available, but *Future Wars* is still well worth checking out.

F/A-18 INTERCEPTOR

62

Brilliant (and now brilliant value too!)

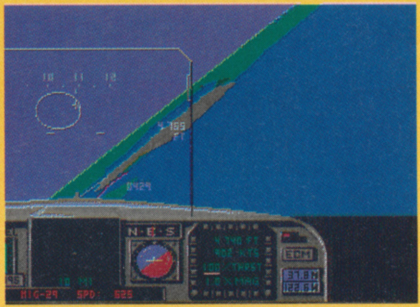


'Ladies and gentlemen, this is your captain speaking. Please extinguish all cigarettes and fasten your seat belts. We are about to land.' Flying the F/A-18 takes some getting used to.

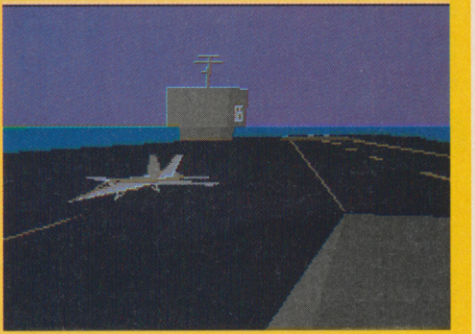
Electronic Arts £9.99

Another example of a game which stands the test of time, this one. Newly re-released on EA's budget label, *F/A-18 Interceptor* lies at the more arcade-based end of the flight sim market. Brilliant value then, and even better when you realise that (despite the single name on the box) it's also possible to fly the F-16 Falcon if your heart so desires. Two killing machines for the price of one!

The best way to get started on *F/A-18* is to forget the training sessions, turn straight to the control key guide, and get down to some serious flying. Unfortunately for novices, this involves attempting to take off, zooming around a bit, and then (ulp!) landing on an aircraft carrier. Several planes later, and you may just make it to the real core of the game, where you'll discover just what all those missiles and ECM systems were installed for.



Checking the view on the right side of the cockpit. The F/A-18 is a plane you can really bank on.



The remote cameras not only allow out-of-plane views, but one from the control tower too!

With various missions taking you all over the San Francisco Bay Area, you'll have your hands full trying to remain airborne while taking in the scenery (pretty impressive) without worrying about getting into scraps. Not all of the missions are straight confrontations though, with rescue and reconnaissance tasks available for you less destructive pilots.

In the best tradition of modern flight things, *F/A-18* offers a wealth of zoomable remote camera options in addition to the usual out-of-cockpit views. Viewing the action from behind the plane is particularly satisfying, giving the game a real arcade appearance – breathtakingly fast 3D really is the order of the day.

While *Interceptor* never really competes with the likes of *F-19 Stealth Fighter* in terms of scope or realism, it's the flight sim most people cut their teeth on and still holds a special place in our hearts. At this new price *Interceptor* has to be one of the biggest bargains around.

NIGHTSHIFT

Lucasfilm (US Gold) £24.99

64

In a complete departure from their usual style, Lucasfilm surprised everyone recently by releasing a cute platform game. True to form, they couldn't help including a few obscure adventure-type problems, but what shone through was a frantic arcade game reminiscent of the venerable Speccy game *Worse Things Happen At Sea.* It was spoiled somewhat by interminable disk accesses and not being able to see where the platforms all were (a bit essential in a platform game), but the character transcended everything. Good fun, almost despite itself.

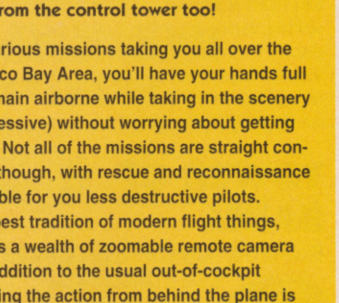
SILKWORM

Virgin £7.99

65

This was quite possibly the first example of a good Amiga game in the horizontal-scrolling-arcade-blaster-conversion genre. Razor-sharp graphics and a novel twist to the two-player game (the second player controlled a jeep on the ground, while the first flew a helicopter) ensured that *Silkworm* was in a class apart from the competition. It did have flaws – the two-player game was heavily biased in favour of the helicopter, for instance – but it was all so fast and furious you didn't really have time to notice them.

When compared to *SWIV*, *Silkworm* does admittedly look a little dated, but it still excels in the adrenalin department. Now that it's re-released at budget price you'd be an utter fool to miss it.



SILKWORM

MIRROR IMAGE

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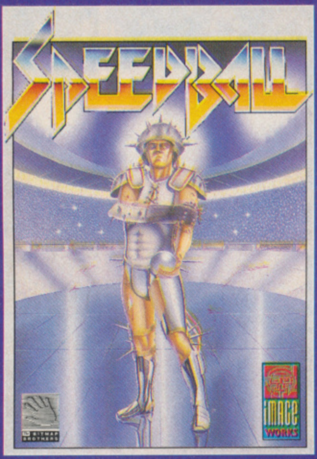
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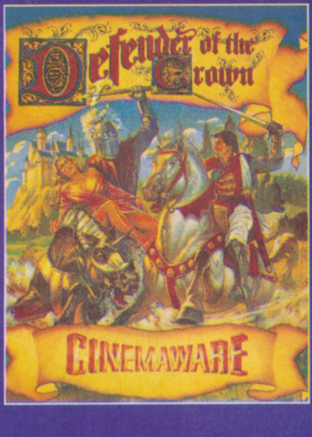
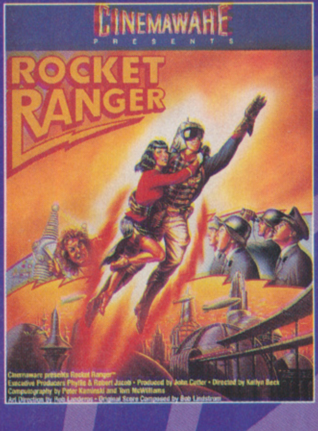
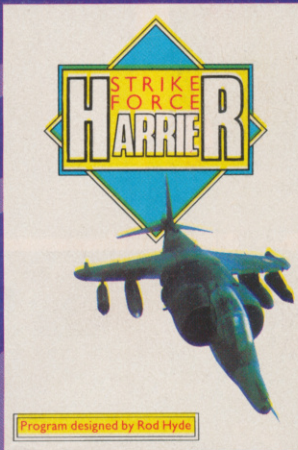

Defender of the Crown
CINEMAWARE

ROCKET RANGER


CINEMAWARE PRESENTS
ROCKET RANGER

STRIKEFORCE HARRIER


STRIKE FORCE HARRIER
Program designed by Rod Hyde

Available on ST, Amiga and IBM PC & Compatibles

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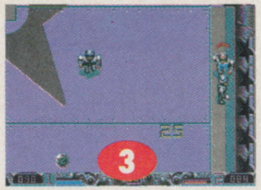
1

RAINBOW ISLANDS

THE GREATEST AMIGA GAME OF ALL TIME

LEMMINGS

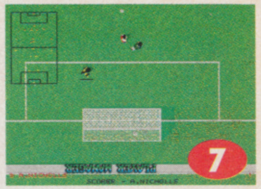


SPEEDBALL 2

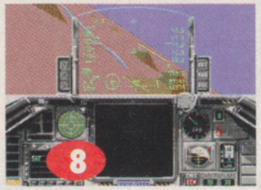
SIM CITY

VIRUS

POPULOUS

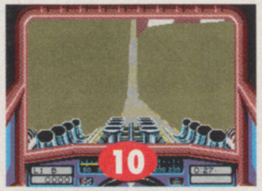


KICK OFF 2



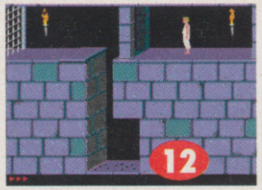
FALCON

INDIANAPOLIS 500



STUNT CAR RACER

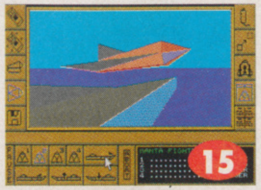
PANG



PRINCE OF PERSIA

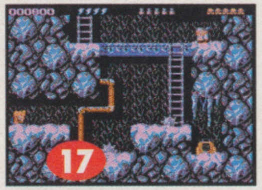
SPINDIZZY WORLDS

NEBULUS

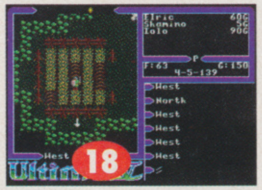


CARRIER COMMAND

DUNGEON MASTER



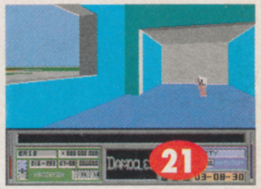
RICK DANGEROUS 2


West
North
West
West
West
West
18

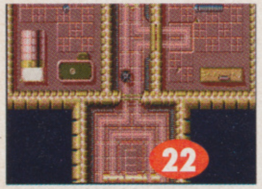
ULTIMA V

THE NEW ZEALAND STORY

THE SENTINEL



DAMOCLES



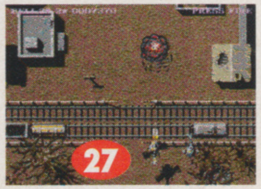
PARADROID 90

PLOTTING

TYPHOON THOMPSON

LASER SQUAD

KLAX

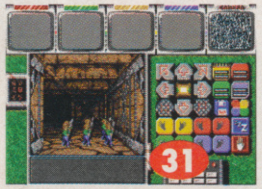


SWIV

INDY JONES ADVENTURE

F-19 STEALTH FIGHTER

E-MOTION



CAPTIVE

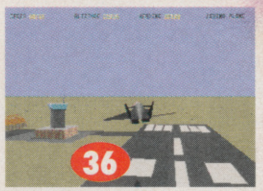
POWERMONGER

XENON 2

LEVEL 4
PROBLEM
TIME
RETRY
34

PUZZNIC

SUPER OFF ROAD RACER



F-29 RETALIATOR

VAXINE

INTERPHASE

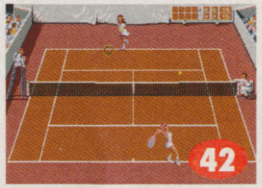
Castle Master
39

CASTLE MASTER

CAR-VUP

COURSE
STAGE
SPEED
41

SUPER HANG-ON



PRO TENNIS TOUR II

STARGLIDER II

Desk
File
Game
Help
Rules
72 tiles left
44

SHANGHAI

NO SMOKING
45

LOTUS ESPRIT TURBO CHALLENGE

OPERATION STEALTH

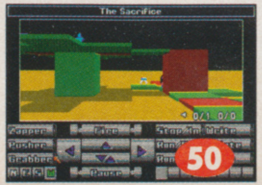
Hole 1 Par 4
Gauntlet
Wind Dir.
Wind Speed
Punch OFF
Club 1W
390 Yards
Power
Hook
Slice
View
47

WORLD CLASS LEADERBOARD

1UP
025580
2UP
000000
HISCORE
100000
48

ARKANOID 2

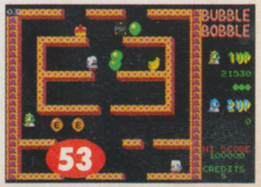
BATTLE SQUADRON


The Sacrifice
Pauses
Pushes
Grabber
Stop
Pause
50

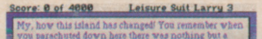
TOWER OF BABEL

WINGS

CADAVER


BUBBLE BOBBLE
1UP
2UP
53

BUBBLE BOBBLE



Score: 0 of 4000 Leisure Suit Larry 3

My, how this island has changed! You remember when you parachuted down here there was nothing but a

EXTRA
BONUS 10000

OPERATION STEALTH

WORLD CLASS LEADERBOARD

ARKANOID 2

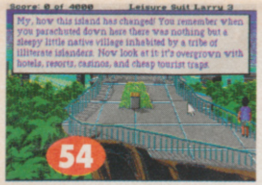
BATTLE SQUADRON

TOWER OF BABEL

WINGS

CADAVER

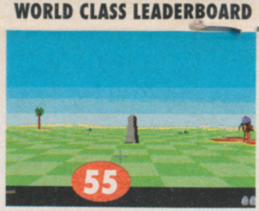
BUBBLE BOBBLE



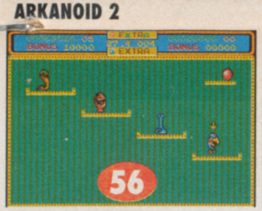
Score: 0 of 4000 Leisure Suit Larry 3

My, how this island has changed! You remember when you parachuted down here there was nothing but a sleepy little native village inhabited by a tribe of illiterate islanders. Now look at it: it's overgrown with hotels, resorts, casinos, and cheap tourist traps.

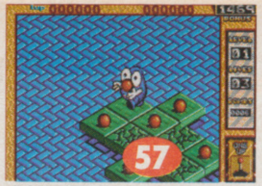
LEISURE SUIT LARRY III



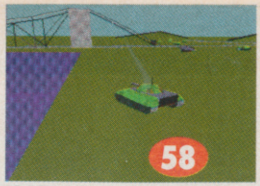
ARCHIPELAGOS



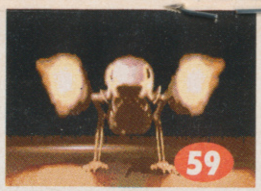
HELTER SKELTER



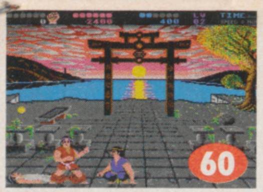
BOMBUZAL



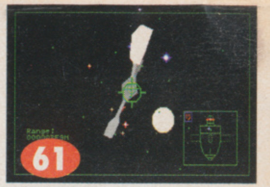
BATTLE COMMAND



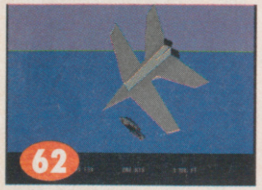
THE KILLING GAME SHOW



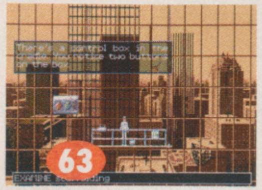
IK+



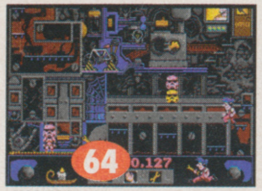
WARHEAD



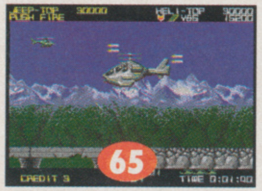
F/A-18 INTERCEPTOR



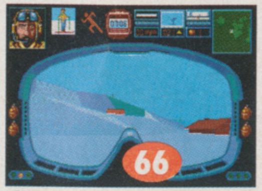
FUTURE WARS



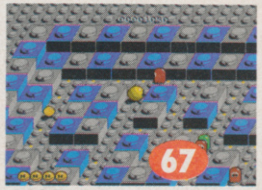
NIGHTSHIFT



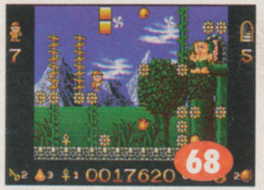
SILKWORM



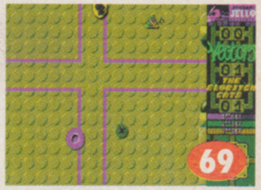
MIDWINTER



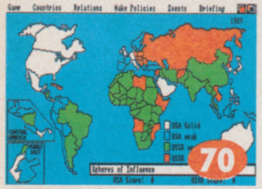
PAC-MANIA



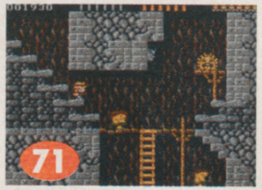
KID GLOVES



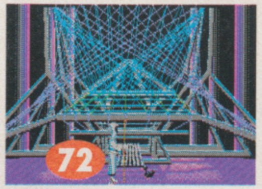
PROJECTYLE



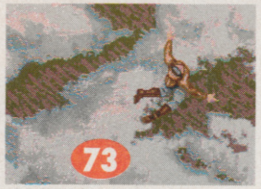
BALANCE OF POWER 1990



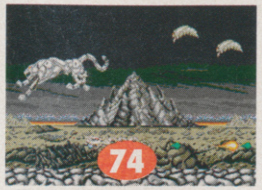
RICK DANGEROUS



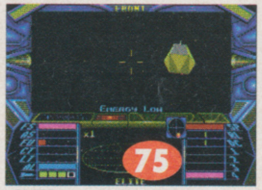
LOOM



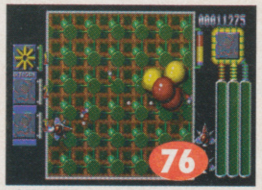
ROCKET RANGER



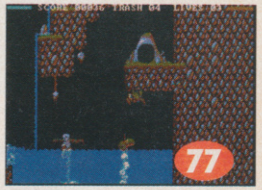
ST DRAGON



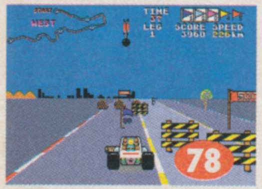
ELITE



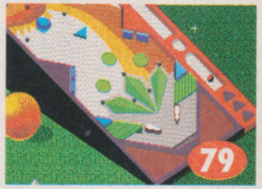
QUARTZ



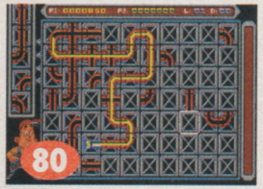
FLOOD



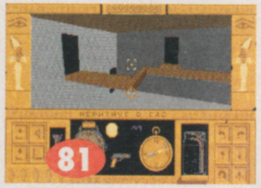
BUGGY BOY



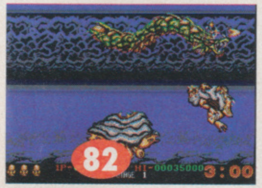
ZANY GOLF



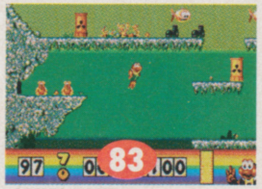
PIPE MANIA



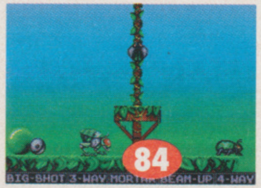
TOTAL ECLIPSE



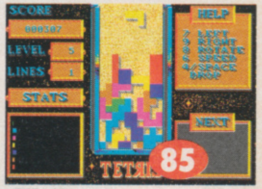
DRAGON BREED



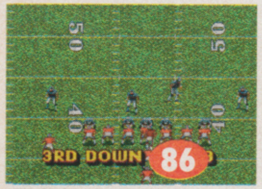
JAMES POND



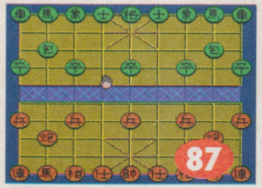
VENUS: THE FLY TRAP



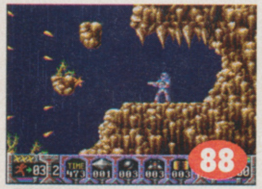
TETRIS



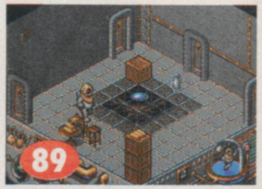
TV SPORTS FOOTBALL



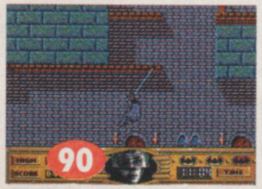
DISTANT ARMIES



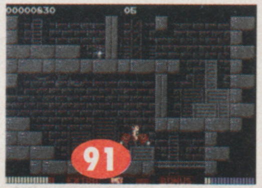
TURRICAN



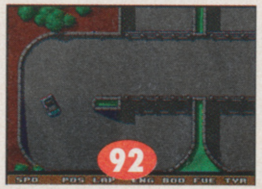
TREASURE TRAP



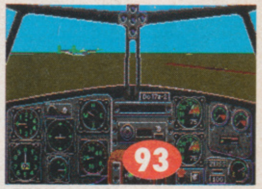
BATMAN THE MOVIE



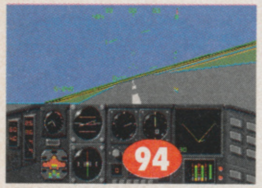
SWITCHBLADE



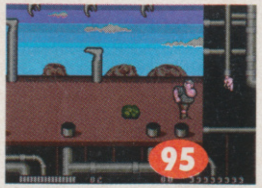
SUPERCARS



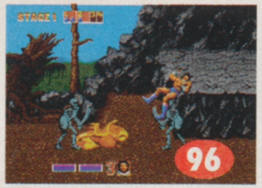
THEIR FINEST HOUR



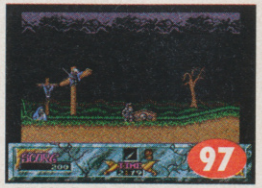
MIG-29



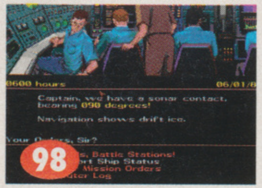
MONTY PYTHON'S FLYING CIRCUS



GOLDEN AXE



GHOULS 'N' GHOSTS



0600 hours 06/01/8

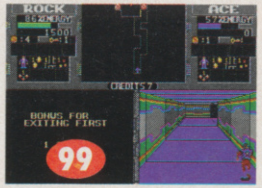
Captain, we have a sonar contact, bearing 090 degrees!

Navigation shows drift ice.

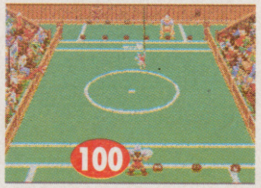
Your Orders, Sir?

s, Battle Stations!
ort Ship Status
Mission Orders
uter Log

RED STORM RISING



XYBOTS



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"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...was that a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"

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66 Massively ambitious, yes, but is *Midwinter* really all it's cracked up to be?

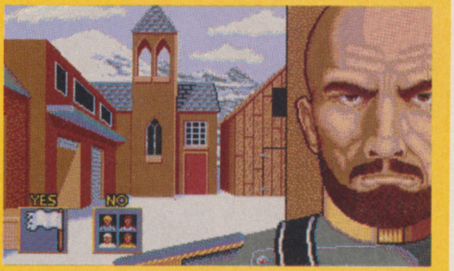
MIDWINTER

Rainbird (MicroProse) £24.99

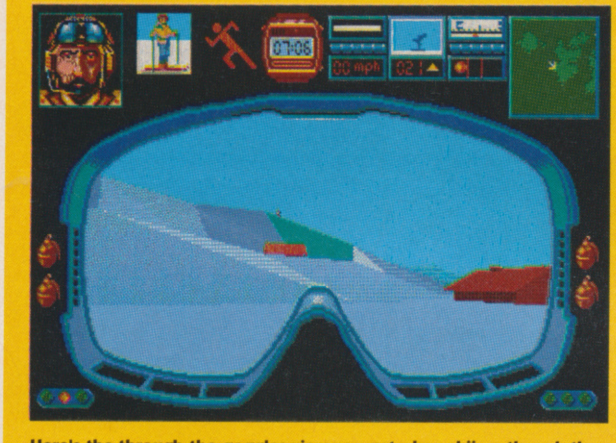
Based around some pretty impressive light-sourced 3D graphics and a neat icon control system, *Midwinter* offers a bleak view of the 21st Century, with global warming reaching new heights, a meteorite crashing into the earth and (for some spooky reason or other) the start of a new ice age.

Everything's thrown into turmoil (of course), millions die, Jeremy Beadle isn't one of them, and all hope seems lost. Or nearly lost – a lucky few manage to settle on a newly-formed island in the Azores, sink some heat mines (hurrah!) and create a cable car network. Life goes on. Or for a while, anyway. There is of course the inevitable upset – a rebel army land on the island, intent on taking over and enslaving the people. As is usual, freedom lies in the hands of one man, in this case one Captain John Stark. And so the game commences.

Initially controlling just Stark, your task is to contact other key inhabitants, attempt to recruit them, and eventually mount a counter-attack on the invading force. This is where complications arise – the radio-network is being jammed, so Stark must set out across the icy wastes in the hope of finding potential team members. Recruit another character, and they too are placed under your control. This unique system allows you to constantly multiply your forces, letting you send them off on separate missions to different corners of the island.



Here's the evil General Masters, the villain of the piece. Apparently he bears a striking visual resemblance to one of the programming team...



Here's the through-the-goggles view you get when skiing, though there are maps, status reports, conversation screens and many others too.

As you can no doubt guess, it all gets very complicated very quickly, particularly as certain characters can only be recruited by particular people, the baddies are a bunch of trigger-happy goons and (as this is an ice age) travel isn't exactly straightforward. Initially characters must ski everywhere, but as things progress snow buggies, hang-gliders and cable cars can be found and used.

It has to be said that *Midwinter* is one helluva huge game, packed with neat features and clever touches adding sheen to the whole thing. It's possible to get absorbed in this glacial world for hours on end, and each game could conceivably take days. Thankfully a save game option is provided.

It all sounds great, doesn't it? And indeed it is, in concept, ambition and much of the execution at least. However, it must be said that the game never really lives up to the hype and glowing reviews surrounding it – in fact, it actually contains some quite serious flaws. The sheer size of the game means that a boring amount of time is spent traversing the icy wastes for a start – a little more action wouldn't go amiss (although when things do hot up it's handled very well, with some very good solid 3D indeed). Strategy-wise though, it can't be faulted (with one major exception). Though it's not quite up there with the *Captives* and *Carrier Commands* of this world, *Midwinter* still stands out as one of the biggest, best thought out and most original games yet to emerge on the Amiga.

And the major exception? Well simply that though you're meant to zoom all over the island recruiting people before you take on the enemy HQ, apparently all you actually need do is grab some dynamite, bumble on over there and blow them up – simple as that. Oh dear...

PAC-MANIA

Grandslam £19.99

67 Y'know, people say that the advent of 16-bit computers meant the dawn of a new age of deep, complex, realistic games which would expand your mind and improve your lifestyle. And to some extent it's true. What they didn't say was that those same lovely 16-bit computers would do just as good a job carrying gorgeous, colourful versions of great old arcade classics, like, ooh, *Pac-Mania*. For those that don't know the game it's just like *Pac-Man*, but with pretty 3D graphics and a slightly more relaxed pace. And it's lovely. What's wrong with being simple, anyway?

PAC-MANIA

KID GLOVES

Millenium £24.99

68 Out-cuteing *Rainbow Islands* is no easy task, but Tim Closs just about pulled off the impossible with this old-fashioned platform game. Near-perfect sound and the world's first addictive intro screen coupled with the kind of playability that you thought was lost forever in the mists of time made *Kid Gloves* one of the sweetest games of 1990. Play it and feel ten years younger instantly.

PROJECTYLE

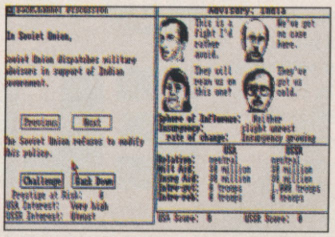
Electronic Arts £24.99

69 Now here's a novelty – a future sport game that isn't just lasers and body armour. *Projectyle* is a cross between football, air hockey, and a severe overdose of amphetamines which – incredibly – is even more fun than it sounds. Extremely simple to play, and packed with options to tailor it to your exact requirements, it's alternately exhilarating and infuriating, and with two or three players it's positively dangerous. Fast, furious, frantic, fab.

BALANCE OF POWER 1990

Mindscape £24.99

70 If you're the kind of person who gets worked up about world events on the News



In Soviet Union,

Soviet Union dispatches military advisers in support of Indian government.

This is a fight I'd rather avoid.

We've got no case here.

They will team us on this one?

They've got us cold.

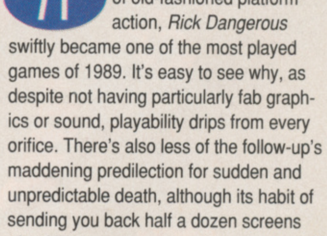
BALANCE OF POWER

At Ten, *Balance Of Power 1990* could be the ideal way to let off steam. A megalomaniac's dream, *BOP 1990* puts you in the hot seat of either the US or USSR government and, well, lets you loose. Using an interactive world map, aid can be deployed to government or rebel forces dotted about the place, arms can be shipped, friends can be won, people influenced, etc. It's a wargame for the nuclear age, but with added depth – there are so many socio-political elements affecting the outcomes of the various local power struggles, and so many facts and figures at your disposal (each country even has its own newspaper!) that you could easily become hopelessly lost. Persevere though – and it's well worth doing so even if you usually avoid strategy games like the plague – and it'll soon have you enmeshed in its web.

RICK DANGEROUS

Firebird £24.99/ Ubisoft (Full Blast compilation) £29.99

71 A huge cult hit amongst fans of old-fashioned platform action, *Rick Dangerous* swiftly became one of the most played games of 1989. It's easy to see why, as despite not having particularly fab graphics or sound, playability drips from every orifice. There's also less of the follow-up's maddening predilection for sudden and unpredictable death, although its habit of sending you back half a dozen screens after killing you provides a fair measure of teeth-grinding frustration. Some bits are almost impossible to do too. If this doesn't sound like it'd have you putting your foot through the monitor, get *Dangerous* – you won't regret it.



RICK DANGEROUS

LOOM

Lucasfilm (US Gold) £24.99

72

Now here's something original – an adventure without typing. Purists may scoff, but *Loom* pretty much manages with a simple point-and-click mouse system to control all movement, spell-casting and object manipulation. Even communication with other characters is achieved in this way, and the degree with which it makes normally impenetrable adventures compatible with the average game player is phenomenal. Once you wade past the 30 minute audio drama tape (!) and the plot (something to do with times of old, spell-casters, the very fabric of reality, etc) there's actually a damn fine game to be found too. Simplicity is the key to its success – while other adventure games offer more and more choices, but less and less freedom, *Loom* allows you, well, complete control. It's simple to play, but the problems aren't too easy, and the whole thing retains a fun, friendly atmosphere. Nice one, Lucasfilm.

ST. DRAGON

Storm £24.99

74

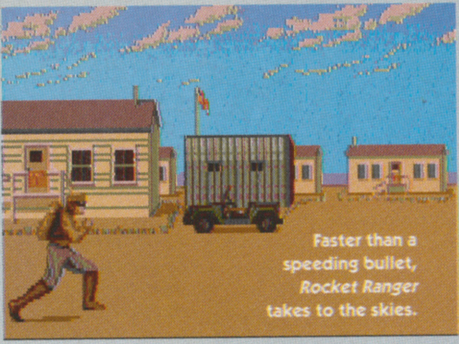
People say 'Oh no, not another horizontally-scrolling shoot-'em-up!', but in actual fact there've been surprisingly few good examples on the Amiga. Here's one though – an excellent arcade conversion which comes complete with addictiveness intact thanks to a revolutionary loading system that does away with all that horrendous waiting around between games. The game itself is a corker, featuring a metallic snake-like dragon, a squillion robot animals and lots of action. It's a tough old sod too. Lasting entertainment for all zapping fans.

73

Lovely, atmospheric...and hardly any disk-swapping!

ROCKET RANGER

Cinemaware (Mirrorsoft) £24.99


Faster than a speeding bullet, *Rocket Ranger* takes to the skies.

Though released back at the end of 1988, *Rocket Ranger* shows few signs of age – the lavish graphics sequences and many sub-games (while no longer unique) still impress. With a plot loosely based on 'classic' serials like King Of The Rocketmen, the airborne exploits of *Rocket Ranger* take place in a mythical WWII, where the Nazis plan to wipe out the U.S.A. with lunarium bombs and all that stands between them and victory is this bloke with a rocket pack. There are top scientists (and inevitable beautiful daughters) to rescue, German lunar mining operations to halt and a goodly number of show-stopping graphics sequences to take in – *Rocket Ranger* is nothing if not a visually impressive game.

So how does it all work? Well, first you've got to visit the war room to learn about your mission. From here you're given control over a number of agents around the world, each of whom will periodically give reports. Read these – they provide information vital to winning the war and should send you flying off on a number of missions (prevent a Zeppelin fleet bombing America, knock out vital German installations, locate the five fragments of a space rocket etc). Once you've got all the bits to the missile it's time to blast off to the moon, defeat those crazy Nazi astronauts, and rescue the prof and his daughter. Phew. All in a day's work really.

Despite sounding incredibly complex, *Rocket Ranger* actually couldn't be simpler. Based around a few key scenes – blasting off with the famous rocket strapped to your back, strafing ground-based targets, fighting hand to hand with storm-troopers etc – it evokes those 1940's science fiction serials perfectly. Each scene, while never good enough to stand up as an individual game, provides a few minutes' fun, and all strung together creates a massively playable tale. *Rocket Ranger* still represents one of Cinemaware's greatest successes to date, and with fairly minimal disk swapping to boot! Suspend your disbelief, get yourself some popcorn, and take to the skies.

Rainbird (MicroProse) £24.99

75

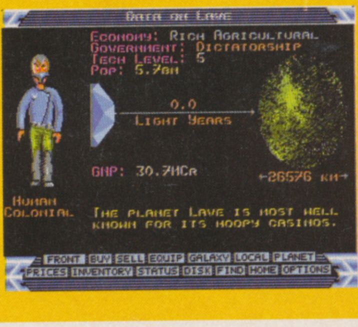
The all-time space classic comes to the Amiga

ELITE

Back in the days when user-friendly meant a joystick option, and the tag 'epic' was given to any game with more than three screens, a curious program by the name of *Elite* appeared on the scene. Quite simply *Elite* set new standards in every aspect of computer gaming. Fast-forward to the present, and lo and behold, even the Amiga has a version of the old beast. But is it really the timeless classic everyone assumes it to be? Let's take a look, shall we?

Upon booting up the player is greeted with a spinning 3D picture of a space-craft (just like in the original versions) followed by the game proper. You play the captain of a space freighter, so your first task is to buy some cargo, pick a destination where you're likely to be able to sell it (the galactic maps come in handy here) and, erm, set off. Yes, it's a space trading game (the original, in fact) which sounds like it'd be a simple task of flying between neighbouring space stations, selling and re-stocking, if it weren't for two things. Firstly, space is not as empty as it's cracked up to be – apart from several thousand other law-abiding space craft, there are plenty of pirates about, just waiting for easy prey. This is where the combat aspect comes in, and where you discover the second problem with space – float something there (like your ship) with no gravity and no atmosphere and it's going to be a complete nightmare to control. Combat situations can be a real pain, since your almost as likely to hit a passing innocent as a space pirate – something not to be recommended since you'll immediately become a space outlaw and find every hotshot mercenary in the galaxy on your vapour trail.

And there we have it really. Even in 1991, many imitators later, the blend of trading, navigation and 'realistic' dogfights make *Elite* unique. The urge to progress is enormous, as your performance rating slow crawls from Harmless, through several further ranks, to the coveted Elite status. Time has eroded none of the addictive qualities which made it such a megagame all those years ago, so it's a shame the recent(ish) Amiga conversion doesn't do the original full justice. The sound, graphics and new icon-control system have all been implemented in a workmanlike, lack-lustre fashion, making its age more apparent than it need have. A word of warning then to the uninitiated – if you're unaware of the legend that is *Elite* be careful not to judge this game on appearances alone. Underneath a disappointing exterior lies one of the most challenging and rewarding games of all time – it would be a shame to miss out on such an experience.


DATA ON LAVE

ECONOMY: RICH AGRICULTURAL
GOVERNMENT: DICTATORSHIP
TECH LEVEL: 5
POP: 5.7BN

0.0 LIGHT YEARS

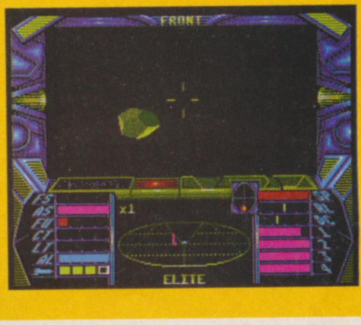
GNP: 30.7MCR

←26576 KM→

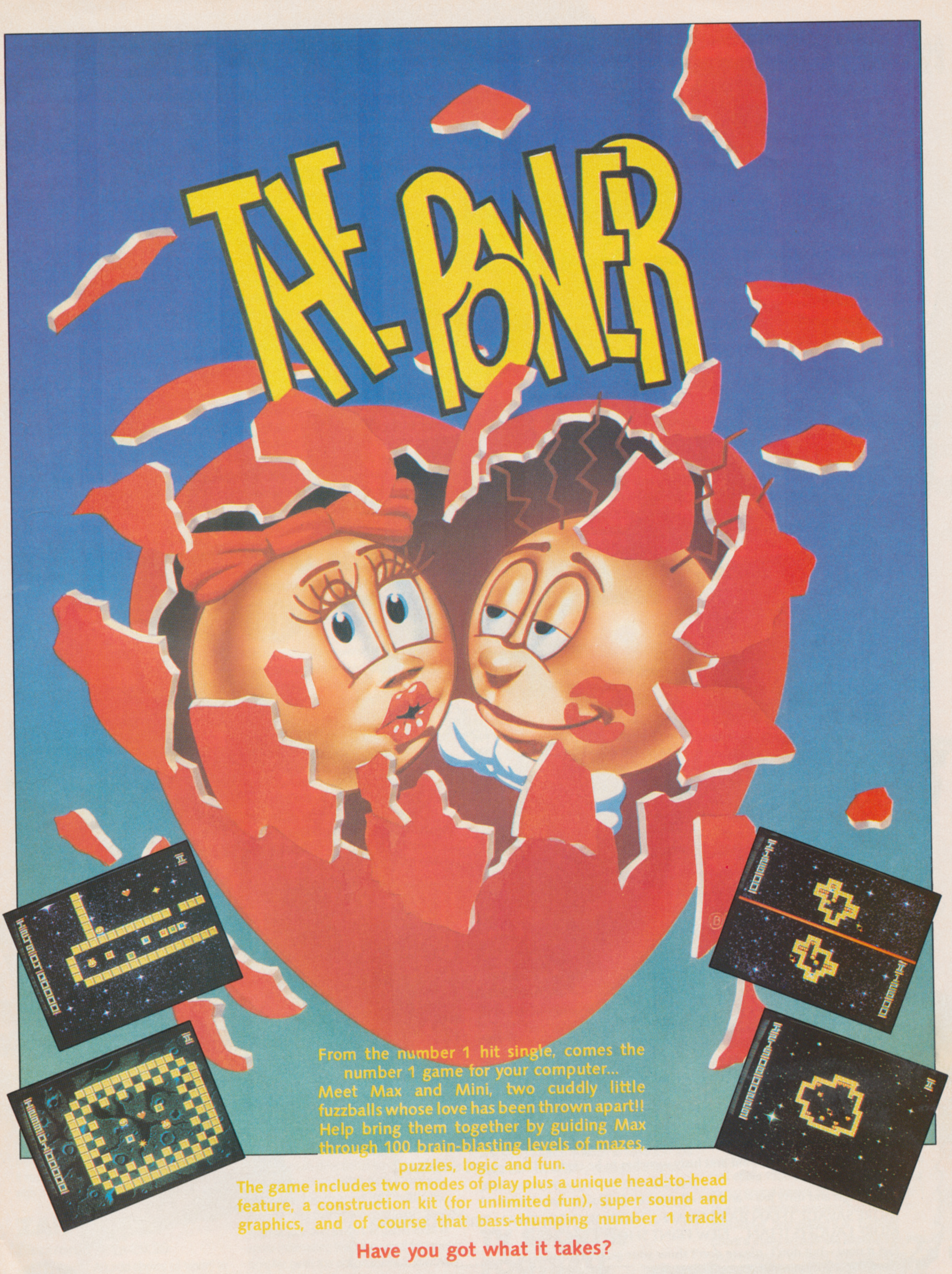
HUMAN COLONIAL

THE PLANET LAVE IS MOST WELL KNOWN FOR ITS HOOPY CASINOS.

Before launching into space, it's a good idea to select a planet, and stock your hold to suit.



Keeping that enemy ship in your sights is no mean feat. (Perhaps a missile would be easier).



From the number 1 hit single, comes the number 1 game for your computer...
Meet Max and Mini, two cuddly little fuzzballs whose love has been thrown apart!!
Help bring them together by guiding Max through 100 brain-blasting levels of mazes, puzzles, logic and fun.
The game includes two modes of play plus a unique head-to-head feature, a construction kit (for unlimited fun), super sound and graphics, and of course that bass-thumping number 1 track!

Have you got what it takes?

Available on Amiga (24-99), PC (24-99) and
C64 (10-99 cass., 14-99 disk)

DEMONWARE

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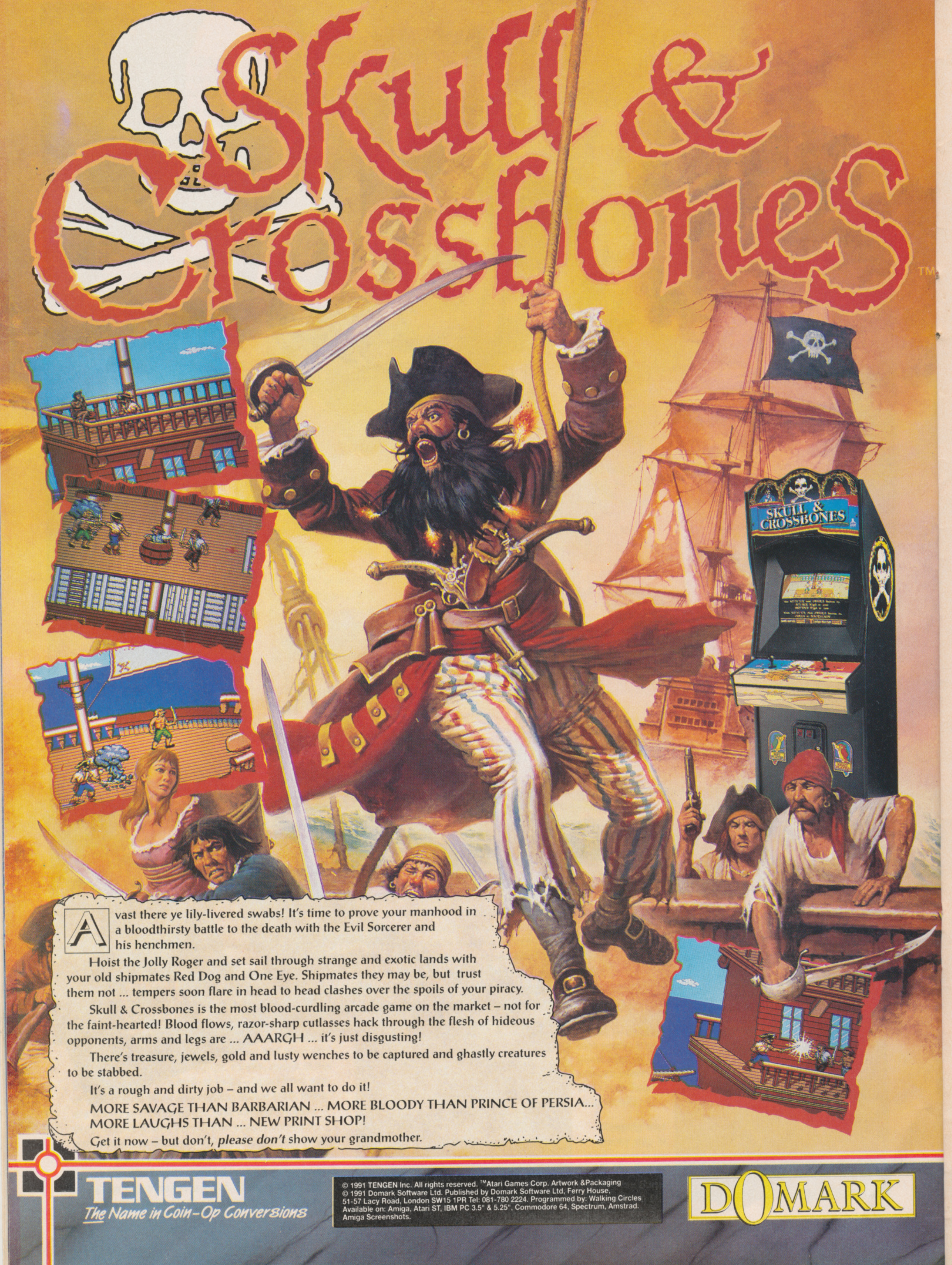


Skull & Crossbones™

Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.

Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!

There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.

It's a rough and dirty job – and we all want to do it!

MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA...
MORE LAUGHS THAN ... NEW PRINT SHOP!

Get it now – but don't, *please don't* show your grandmother.

TENGEN
The Name in Coin-Op Conversions

© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad.
Amiga Screenshots.

DOMARK

QUARTZ

Firebird DELETED

76

Parallax scrolling of tartan backdrops may be many people's idea of what you see after one crate too many on a Friday night, but to single-minded Amiga zap fans it means one thing – Paul Shirley's dazzling shoot-'em-up *Quartz*. You know, it's the one that plays like a dream and looks like one of The Happy Mondays' nightmares. Not the game for you if you've got that morning-after feeling, but for sheer adrenalin-pumping genocidal mayhem, it's nigh unbeatable.

FLOOD

Electronic Arts £24.99

77

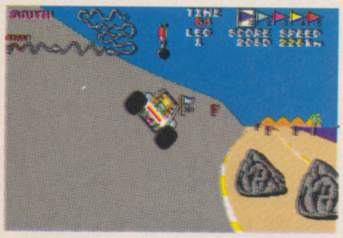
Not content with cornering the market in big budget epics, programmers Bullfrog took off on a completely different tangent with *Flood* – and it works. Indeed, it offers some classic moments of cute platform fun. Any game with a blobby green hero called Quiffy – who looks harmless even holding a flame-thrower – really shouldn't be ignored, especially when it plays fast and loose with the confines of the genre, tossing gurgling sound, puzzles, passwords, clingability, several-hundred-baddies-who-failed-the-audition-for-*Bomb-Jack*, and of course quite a lot of water into the equation. Forget all those games which aspire to be 'epic', *Flood* just wants to be your friend. Give it a good home.

BUGGY BOY

Encore £9.99

78

Buggy Boy was one of those arcade games which totally failed to set the world alight. Yet, as a conversion, something magical seemed to happen. For some reason it was all that much better as a home computer game – in fact, good enough to become a bit of a classic. Trundling along the road, collecting flags and bouncing over obstacles may not sound like the ingredients for a terribly interesting 3D driving game, but it's precisely these weird little features that set *Buggy Boy* apart from the run-of-the-mill. It really is a 'nice' computer game, but one with a wicked grab-factor to boot.



BUGGY BOY

ZANY GOLF

Electronic Arts £9.99

79

An odd choice of 'sport' to convert onto computer, *Zany Golf* nevertheless proved that you can make a fun game out of anything if you really put your mind to it. Consisting in the main of holes that would be impossible to construct in real life, the game is heaps of fun and beautifully presented too. Great competition for up to four chums, and still challenging if you're playing alone – at budget price it's a must buy.

PIPE MANIA

Empire £24.99

80

You know how they always say that the simple things in life are the best? Well, that phrase sums up *Pipe Mania* perfectly. Take an empty screen, loads of sections of pipe just ready to be stuck together, and tons of liquid called Flooz itching to spill out all over your nice clean screen, and what do you have? A beautiful little game, that's what.

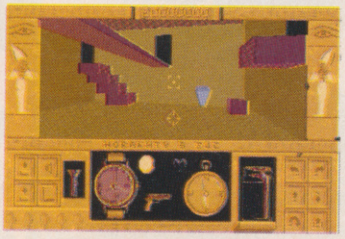
So what do you have to do? Simple – just lay down those pipes pretty damn fast (fast enough to keep the relentless flooz contained, in fact). Fail, and you've got a lot of cleaning up to do. It may not sound very taxing, but just you try beating the thing. With obstacles on later levels, and a deliciously-tough difficulty curve, *Pipe Mania* offers a perfect balance of addictiveness and frustration.

TOTAL ECLIPSE

Incentive (MicroProse) £24.99

81

If you were to say that *Total Eclipse* looks suspiciously like *Driller* with an Egyptian scenario, then you wouldn't be far wrong. Using the good old Freescape 3D system, Incentive have thrown up yet another set of conundrums for the unwitting adventurer to ponder over, and while it's not up to the standards of the later *Castle Master*, *Total Eclipse* does offer a nice line in yellow graphics and such oddities as a heart-rate, a water bottle and erm...that's about it really. Although showing its age, the compulsive element remains as strong as ever. If Freescape is your bag then *Total Eclipse* is a four-wheeled shopping trolley in tartan canvas.



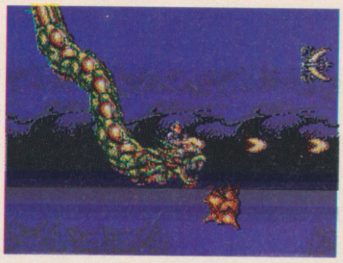
TOTAL ECLIPSE

DRAGON BREED

Activision £24.99

82

A distinctly ambitious conversion this one, the lush detailed graphics and smooth multi-directional scrolling of the arcade machine giving Activision's programmers plenty to get their teeth into. Luckily (and perhaps surprisingly) they did a great job, and since the game itself is more interesting than the usual horizontal scroller (with the option for your little rider to dismount his dragon and run along the ground independently in certain areas) it results in a fine looking shoot-'em-up indeed. Arcade-balanced difficulty makes it unusually addictive, too.



DRAGON BREED

JAMES POND

Millenium £24.99

83

Licence to say 'Glug', we presume. Another cutsie arcade-style game, the fish with flair (and a dickie bow to match) must undertake 12 ecologically-sound missions – when it comes to preventing oil spills, retrieving radioactive waste, or saving mermaids, James is your fish. Armed with either bubble-action or a range of collectable weapons, James must take on assailants of the webbed, finned, and snorkelled varieties. Undeniably cute, pretty damn challenging, and more right-on than a Ben Elton sketch, but it has to be said that *James Pond* does feel a bit slight. Still, if you're looking for a leisurely game with oodles of charm, dive in.

VENUS:THE FLY TRAP

Gremlin £24.99

84

There aren't many games that put the player in the guise of a horrible creepy fly, so *Venus* is, for now, the undisputed number one (in a class of one). Luckily it's also a fine game, featuring lovely colour-graduated graphics, great animation, novel gameplay and varying levels of challenge that mean it won't be a waste of money for the younger player. (There's a password system too though, so experts don't get bored). There'll be (ahem) no flies on you if you get this one.

TETRIS

Mirrorsoft £19.99

85

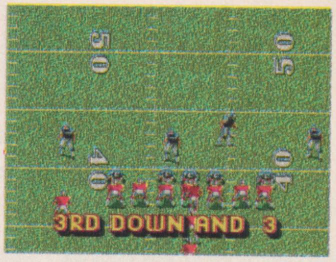
Tetris was possibly THE computer-gaming sensation of the 1980s. From humble beginnings on the 8-bit micros, the Soviet brain-teaser has sold millions of copies on formats from Game Boy to C64 to Amusement-With-Prizes pub machine and a stand-alone coin-op. The Amiga version was almost undeniably the worst of the lot, featuring appalling graphics and some horrible, unnecessary cosmetic tweaks but that said, the sparkling, un-cock-up-able *Tetris* gameplay still shone through, and that's reason enough to have it in this Top 100. End of story (though it'd be a good idea to investigate the often superior PD versions before you buy).

TV SPORTS: FOOTBALL

Cinemaware £24.99

86

Cinemaware are usually the champions of the complex, sophisticated interactive movie style of game, so American Football was probably the last thing you'd imagine them tackling. But, true to form, they've made an interactive movie out of it anyway (sort of). The presentation is as impressive as you'd expect, and the game is great as long as you've got a prior understanding, or at least a like, of the sport (otherwise you wouldn't want to buy it in the first place). This is almost as good as watching the real thing on TV, though sadly without the adverts.



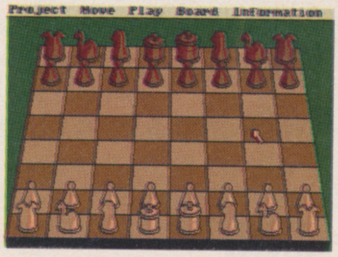
TV SPORTS FOOTBALL

DISTANT ARMIES

Exocet £24.99

87

Chess playing computers have actually been around since the 1950s. Up until now however, they have always concentrated on the modern European version of chess. *Distant Armies* offers something a little different. By including eleven different versions of the old brain game, it actually gives you a sort of interactive history of the game, tracing its origins from the thousand year old Indian game of Chaturanga right through to the version we use today. By offering full implementations of each game, its rules, and a history, *Distant Armies* becomes so much more than your average chess program, while a 3D option helps bring them alive for all you young whipper-snappers. Quite definitely the most comprehensive chess program available for the Amiga, and a mean opponent whichever version of the game you choose.



DISTANT ARMIES

TURRICAN

Rainbow Arts £24.99

88

Okay, so you've seen the press drooling over *Turrican*, but is it really any good, or just another load of hype? Well, any game that offers 1300 screens of action, 20 music sound-tracks, 50 species of alien, and ten weapons systems has to be impressive, and indeed it is. *Turrican* offers a truely arcade-like experience, with multi-direction scrolling, epic gameplay, and action exploding all over the place. An excellent shoot-'em-up, perhaps a shade too expansive in design (you could hardly describe it as 'tight'), but a groovy bit of blasting all the same.

TREASURE TRAP

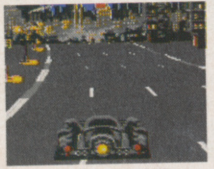
Electronic Zoo £24.99

89 Now here's something rare. Isometric 3D puzzle games, ten-a-penny on 8-bit machines, never really made it onto the Amiga. Apart from this one of course. *Treasure Trap* gives you many an underwater problem to fathom (sorry), and a liberal sprinkling of electric eels, crabs and stingrays to wade through. Suitably oceanic graphics and a brass-suited diver certainly give you that water-logged feeling, but the ponderous pace and slightly dodgy 3D effect do tend to frustrate. Not a great when compared to some similar Speccy games (or even the more recent *Cadaver*) but the fact that it exists at all almost automatically earns it inclusion.

BATMAN THE MOVIE

Ocean (Hollywood Collection) £29.99

90 After several abortive attempts at a good movie licence game (as opposed to an okay movie licence game) Ocean's high-profile *Batman* really had to be something special to succeed, and against all the odds that's the way it turned out. Split into five sub-sections, each individually a pretty fair game on its own, it followed the movie faithfully, but not too faithfully, remaining playable on its own terms all the way through. And – would you believe it? – the driving sections were actually better than the contemporary driving-only *Chase HQ* conversion! With digitised movie stills holding the whole thing together, it provided a varied and entertaining game experience. Compare it to the other film games on the *Hollywood Collection* compilation and you'll see just how good *Batman* really is!


BATMAN THE MOVIE

SWITCHBLADE

Gremlin (16 Bit Hit Machine Compilation) £29.99

91 As a flip-screen arcade adventure, Japanese style, *Switchblade* serves as an ideal introduction. Despite small, indistinct characters and backgrounds rather lacking in lustre, *Switchblade* still contains mountains of gameplay, with the 'rooms only appearing as you enter them' exploring technique particularly successful. It's just a pity that more use couldn't have been made of the Amiga's true capabilities, but it remains a nifty little exploratory thing as it stands.

SUPERCARS

Gremlin (16-Bit Hit Machine compilation) £29.99

92 Bit of a strange fish here – an overhead-view driving game with homing missiles and used-car dealing. Luckily, *Supercars* treats both of these aspects as something of a diversion, concentrating mainly on the very playable racing that forms its core. 27 stages provide long-term appeal, and sensible control lets you keep your mind on the challenge. An updated *Super Sprint* at heart, and a fine one too.

THEIR FINEST HOUR

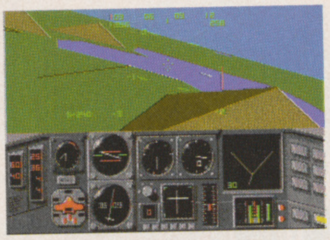
Lucasfilm (US Gold) £29.99

93 Flight sims often find themselves at the back of the queue when pretty little presentation features are being handed out, but that isn't the case with this epic WWII game. Giving you the option of flying practically every aircraft that took part in the war, *Their Finest Hour* also features definable missions, historically accurate scenarios, the chance to play pilots, gunners, or bombardiers, and an excellent action replay mode with loads of camera angles. Beware if you only have a 512K machine, as you won't get any sound (which is bloody ridiculous really), but for expanded machines this is a very atmospheric and involving sim.

MIG-29

Domark £29.99

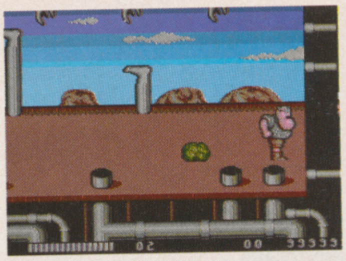
94 Released amidst a lot of ballyhoo about being the first simulation of the Soviet's top fighter, *MiG-29* has its sights set on being the most technically accurate flight sim around. This is certainly no game to simply blast into, though thankfully neither is it an exercise in mathematics. Employing realistic flight models, it is even possible to experience loss of colour vision or black-outs, something which is a real danger in a high powered machine such as this. Predictably, *MiG-29* falls down in the excitement department. With only five missions, and some seriously ponderous airborne moments, tedium can sometimes be a bigger threat than getting blown out of the sky. Still, if you are thinking about defecting, *MiG-29* could provide some handy advance training.


MIG-29

MONTY PYTHON'S FLYING CIRCUS

Virgin £19.99

95 When Virgin announced this license, most people avoided getting too excited. The temptation to produce a feeble stab at a couple of 'classic' sketches tacked onto some geriatric gameplay seemed overwhelming, but Virgin surprised everyone with a great *Mario*-influenced game that somehow really captured the feel of the anarchic TV series (or the cut-and-paste cartoons at least). The presentation was immaculate, the game was constantly interrupted by, well, something completely different, but you could dump the frills and get on with the action any time you wanted. Lots of tough and varied gameplay on top made *Monty Python* an albatross. Sorry, a triumph. For Christ's sake.


MONTY PYTHON'S FLYING CIRCUS

GOLDEN AXE

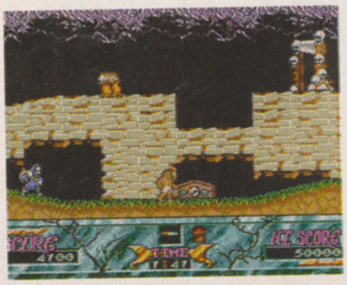
Virgin £24.99

96 Time to forget the plot, and get down to some serious limb-hacking. Forget mental-exercise – what *Golden Axe* offers is pure, unadulterated bloodshed. One or two players get to choose from a roster of three characters, then stomp forth into hostile lands, beating the crap out of anything naive enough to cross their paths (including – hilariously – the other player). But this isn't just a game of untold violence. Well actually that's not true. It is just a game of untold violence, and it's this simple design that makes it so playable. A finely-tuned control system puts a number of visually-appealing moves at your fingertips, giving the utterly mindless proceedings just a touch of culture. The best scrolling beat-'em-up yet.

GHOULS 'N'GHOSTS

US Gold (Platinum compilation) £24.99

97 When first you see *Ghouls'N'Ghosts* the initial impression is one of disappointment, as it's cosmetically one of the less impressive conversions of recent times. Look underneath the surface however and you'll see that the game itself has been very well captured, with authentic level structures, excellent animation, and a well-judged level of challenge that will keep you playing without getting you too annoyed. If you can bear the simplified graphics, this is a fine game, and as part of a compilation it's a bargain.



GHOULS 'N' GHOSTS

RED STORM RISING

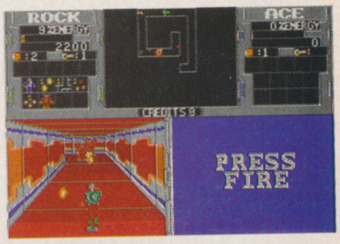
MicroProse £24.99

98 Imagine a simulation which places you in command of a 7,000 ton American nuclear submarine. Now imagine that the Cold War had never thawed, but escalated to the point when both sides play hunt-and-kill games in the world arena of the sea. So begins *Red Storm Rising*, based on Tom Clancy's bestselling novel. Surprisingly, despite the melodramatic premise of the game, the actual approach is a highly technical one. Forget fancy moving graphics – the entire thing is played using maps, charts and keyboard controls. Although never really playing or looking like a state-of-the-art 16-bit sim, the whole thing is frighteningly realistic exercise in naval cat-and-mouse. A deeper (ahem) simulation you're unlikely to find.

XYBOTS

Domark (TNT compilation) £29.99

99 This is one of Domark's better attempts at a Tengen coin-op conversion, although that's possibly attributable to the fact that most of the others haven't exactly broken any technical achievement records. All the same, *Xybots* is a game that's absolutely packed with atmosphere, and (with instantly-graspable gameplay in a style rather reminiscent of *Gauntlet* in 3D) very playable too. *Xybots* only has one real drawback, and that's having characters with the names 'Major Rock Hardy' and 'Captain Ace Gunn', but if you can handle that, you won't find a game with a nicer feel to it anywhere.



XYBOTS

GRAND MONSTER SLAM

Rainbow Arts £24.99

100 Originality is never a problem with this 'sports' game. After all, what sort of thing would you expect to go on at the *Grand Monster Slam*, the biggest sports festival in Monsterland? Where else could you expect to find elves, goblins, trolls, and even dragons battling it out in a dignified manner? And where else would you expect to play a game which is almost but not completely totally unlike tennis? Time has eroded none of its addictive qualities, though it does look a bit dated. It may be a little too bizarre for its own good, but *Grand Monster Slam* offers a good few hours of 'alternative' sporting action, with a couple of sub-games thrown in for good measure. ■

LEISURE GENIUS

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THE NAME SPEAKS FOR ITSELF

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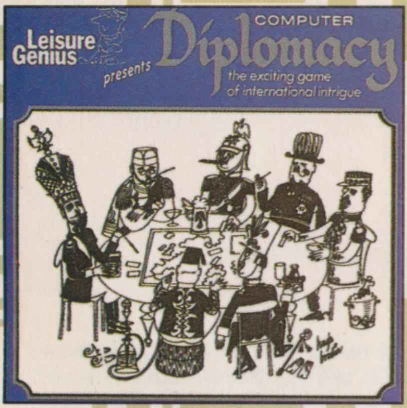
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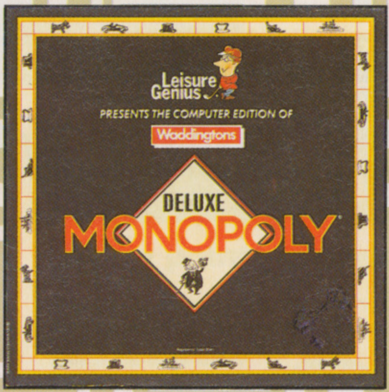
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on Spectrum, Amstrad and C64

	IBM PC	AMIGA	ATARI ST	CBM 64 DISK	CBM 64 CASS	SPEC +3	SPEC CASS	AMS DISK	AMS CASS
SCRABBLE DE-LUXE	●	●	●	●	●	●	●	●	
MONOPOLY DE-LUXE				●	●				
CLUEDO MASTER TEC	●	●	●						
DIPLOMACY	●								
RISK	●	●	●	●	●				

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Virgin
GAMES

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26

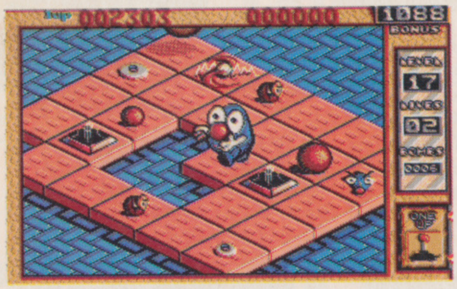
Game **BOMBUZAL**
Published by **IMAGE WORKS**
Price **£19.99**
Game design by **DAVID BISHOP AND TONY CROWTHER**
Amiga version by **ROSS GOODLY AND TONY CROWTHER**
Original release date **CHRISTMAS 1988**

Amazing but true dept: This Crowther/ Ritman/ Minter classic is to be given away free with the first issue of *AMIGA* PO

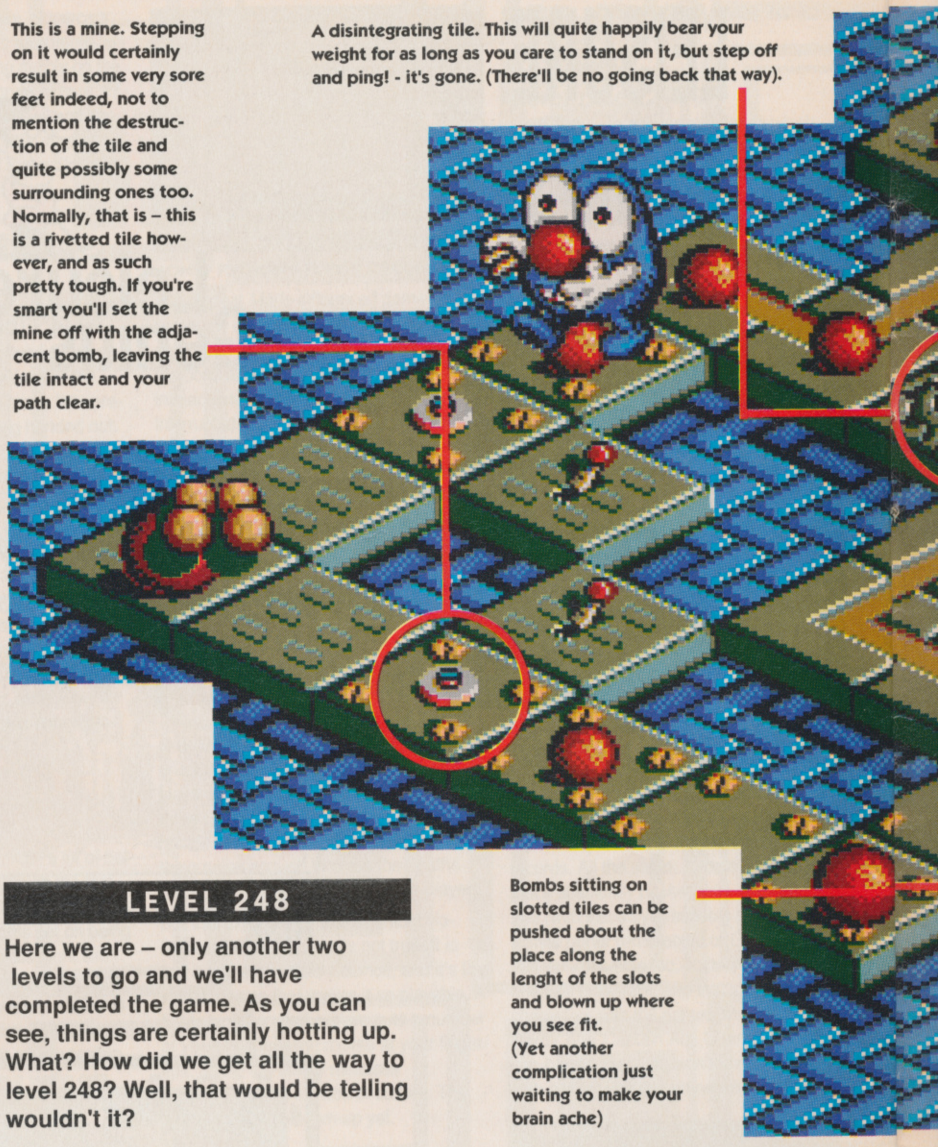
BOMBUZ

This is an unusual one. Unusual in that it wasn't actually commissioned by anybody, but programmed for fun by Bishop and Crowther, then presented to Mirrorsoft's Image Works label as a sort of early Christmas present. Unusual in that it features levels designed by many of the top programmers of the time – Jeff Minter, Jon Ritman, Andrew Braybrook and so on – as well as other figures from all corners of the industry. (Indeed our own Gary Penn was asked to contribute a screen but, in his own words, 'I never got quite round to it.') It's unusual in a third way too (it's being given away free with the first proper issue of Amiga Power!) but we'll get onto that a bit later.

Where *Bombuzal* sadly isn't so unusual is that it's a very good, very well thought out and very playable original game that never quite got the audience it deserved. It did well, yes, but not half as well as you'd expect, either from the calibre of the people involved or, indeed, the quality of the game. The programmers have their own theories as to why this should be (which we go into over the page) but for the moment let's just put it down as one of life's unexplained little mysteries.



Power temples, A-bombs, mines, droids, teleports, aliens - this screen's got the lot.



This is a mine. Stepping on it would certainly result in some very sore feet indeed, not to mention the destruction of the tile and quite possibly some surrounding ones too. Normally, that is – this is a rivetted tile however, and as such pretty tough. If you're smart you'll set the mine off with the adjacent bomb, leaving the tile intact and your path clear.

A disintegrating tile. This will quite happily bear your weight for as long as you care to stand on it, but step off and ping! - it's gone. (There'll be no going back that way).

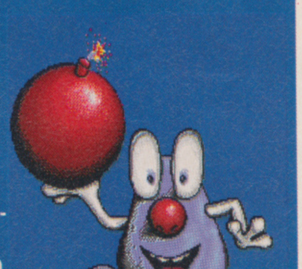
Bombs sitting on slotted tiles can be pushed about the place along the lenght of the slots and blown up where you see fit. (Yet another complication just waiting to make your brain ache)

LEVEL 248

Here we are – only another two levels to go and we'll have completed the game. As you can see, things are certainly hotting up. What? How did we get all the way to level 248? Well, that would be telling wouldn't it?

GET BOMBUZAL FREE

Yes, you heard right – the first proper issue of Amiga Power (available in two short weeks time, on April 25th) comes complete with a copy of *Bombuzal* lovingly sellotaped to the front cover. Not a demo, not a couple of playable levels – the full game! Inside the magazine there'll be pages and pages of playing tips and background information too, to make sure you get the very best you can out of the game. And watch out for the second issue too, which features another excellent complete game, also plucked from the All-Time Top 100 featured in this supplement. At the giveaway bargain price of £2.95, both issues are far too good to miss!

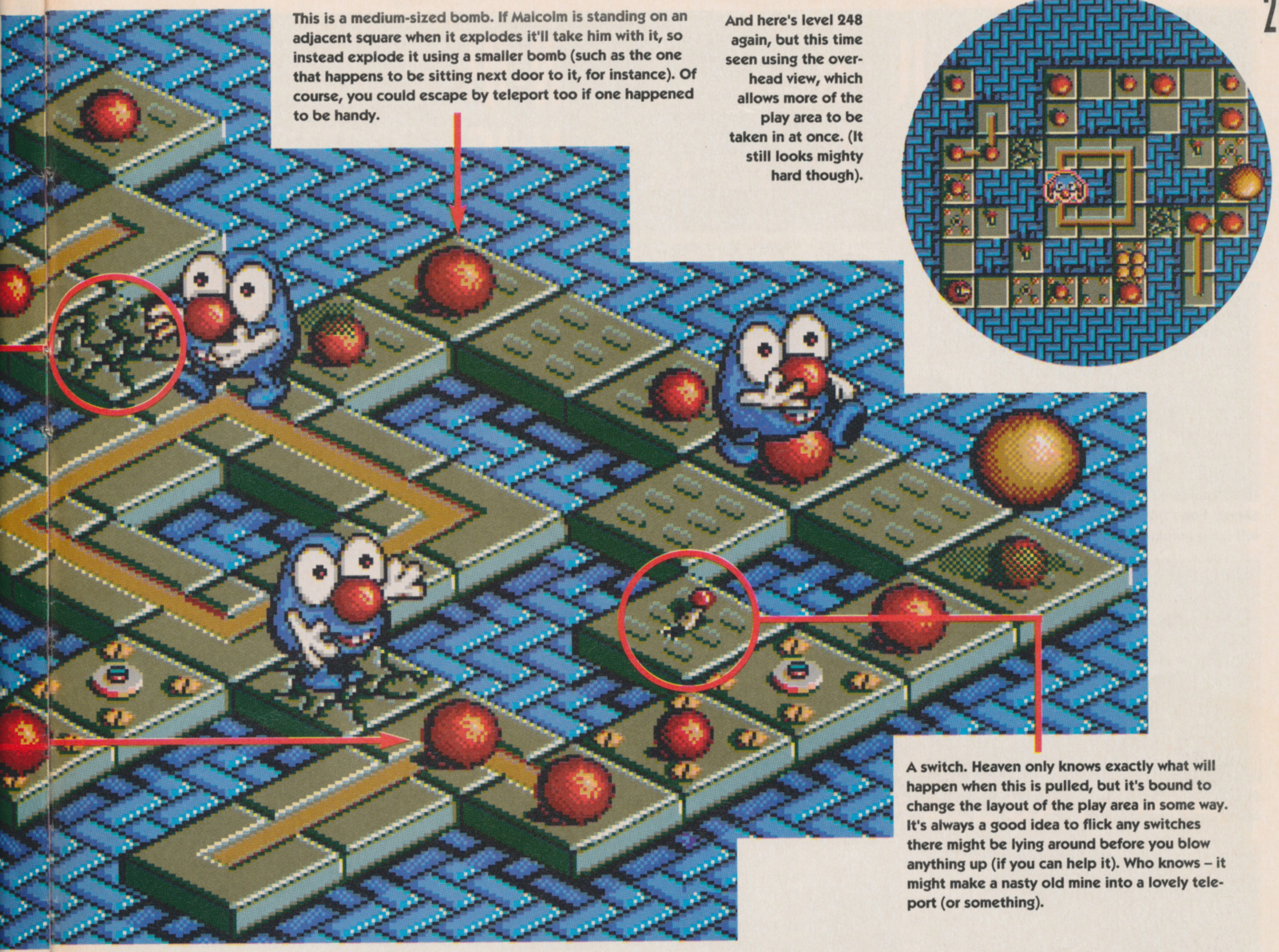


So anyway. *Bombuzal*. First, it's a puzzle game. In it you control a cute, blue and blobby (but apparently nameless) character, plonked down on a little maze of tiles infested with lumps of high explosive. His job (indeed, the sole reason for his existence according to the inlay!) is to tidy things up by detonating the bombs, though of course without blowing himself to kingdom come (or falling off the tiles) in the process. If he does it successfully, his reward is another – probably more complicated – little island of tiles to deal with.

Sounds simple? Well it is, as all good puzzle games should be (though a number of traps and dangers are thrown in to liven things up a bit later on). Sounds easy? Ha, you've got to be joking!

Here are the reasons why:

① Our blobby little friend here (let's call him Malcolm for the sake of convenience) blows bombs up by walking over them. They don't go off until he's stepped off



This is a medium-sized bomb. If Malcolm is standing on an adjacent square when it explodes it'll take him with it, so instead explode it using a smaller bomb (such as the one that happens to be sitting next door to it, for instance). Of course, you could escape by teleport too if one happened to be handy.

A switch. Heaven only knows exactly what will happen when this is pulled, but it's bound to change the layout of the play area in some way. It's always a good idea to flick any switches there might be lying around before you blow anything up (if you can help it). Who knows – it might make a nasty old mine into a lovely teleport (or something).

And here's level 248 again, but this time seen using the overhead view, which allows more of the play area to be taken in at once. (It still looks mighty hard though).

GA **POWER.** It's a 'not-to-be-missed' experience! Don't miss out – order your copy now!

ZAL

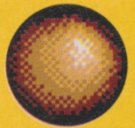
the other side of the tile, which is fine in the case of small bombs (as they only take out the tile they were sitting on, leaving the rest untouched) but not much help with some of the bigger ones which take out a whole area – you'll have to work out ways to avoid getting caught in the explosions. Keep an eye on what's around you too – when a bomb is detonated it will set off others within a certain blast radius, so one explosion can trigger amassive chain reaction that'll wipe out half the game area in one big bang.

② The bombs come in a number of different types. As well as small, medium and large bombs (each with a different blast radius) there are small, medium and large mines, which blow up in the same way, but look different and can't be walked across (they'll kill you). These you have to be set off with the help of an adjacent explosion. Then there are A-bombs (when one goes off, any other A-bomb on the level will be detonated →

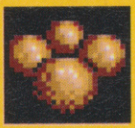
STAYING ALIVE

A few pointers towards a long and happy life

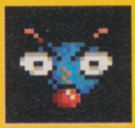
Keep moving. If you stand around thinking the time limit will run out faster and a spinner will appear and catapult you off in a random direction – usually exactly where you don't want to go.



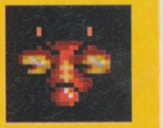
Sinister



Dexter

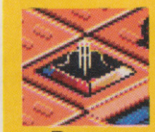


Bubble



Sqweek

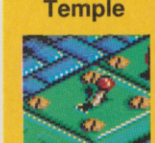
Sinister (the large enemy bubble) will always turn left whenever possible, whereas Dexter (the group of small bubbles) will always try to turn right. If either of them reaches a maze edge and cannot turn in his preferred direction, he will retrace his steps rather than go the other way. Use this knowledge to stay on their safe side whenever possible.



Power Temple

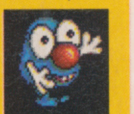
Power temples suck in any explosions adjacent to them, so you can use them to directly detonate even the largest bomb with impunity.

On a level with switches, try to pull all the switches and examine the effects before you do anything else. Some switches actually cause other switches to appear in place of mines, so if you've automatically blown up the mine through force of habit you won't be able to complete the level.



Switch

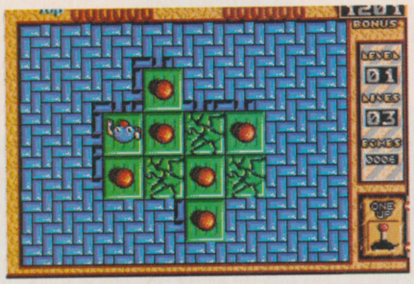
When you remote control Bubble or Sqweek, you (ie the blue Malcolm character) are immune to Dexter and Sinister but can still be killed by explosions, so be careful about what you blow up. Be especially careful when using Sqweek (the red droid), as he will detonate the first bomb he touches.

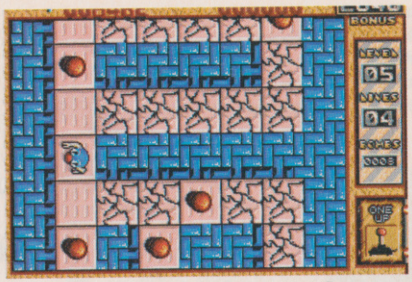


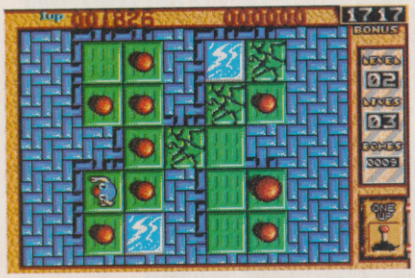
Malcolm

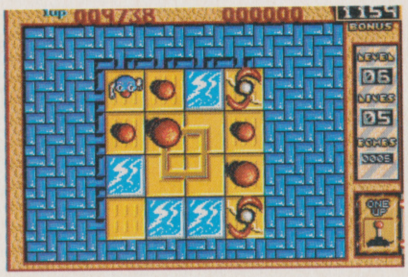
When you teleport, you don't materialise until all explosions have finished, so it's a useful safety device. Just make sure there's still a tile on the space you're teleporting to...

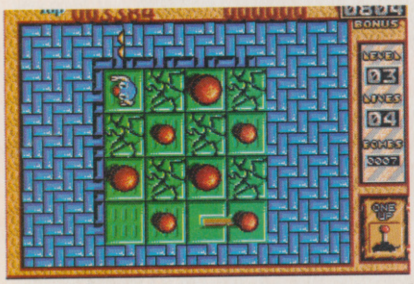
THOSE FIRST EIGHT LEVELS IN FULL

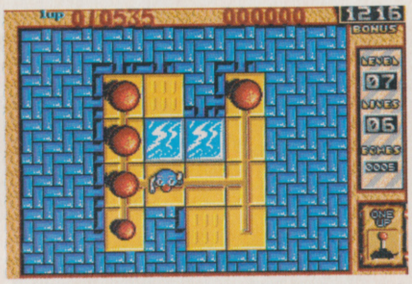

Screen One - If you can't work this one out you might as well give up now.

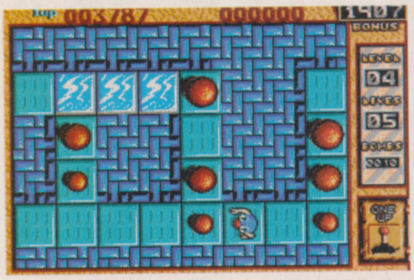

Screen Five - Whoops, there goes that floor again. (Hint - try going up to start with).

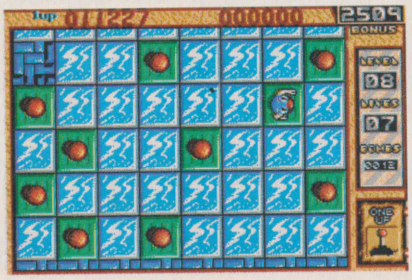

Screen Two - Take out the bomb in the bottom left-hand corner first, then you can't go wrong.


Screen Six - Move the big bomb, light the blue touch paper and retire.


Screen Three - Move the bomb along the slot and bomb's your uncle (sorry).


Screen Seven - Looks a bit lop-sided, doesn't it? Better do something about it, hadn't you?


Screen Four - It's the fourth screen. Look out for screen Five, coming soon.


Screen Eight - You'll have to go *twice* around the houses to complete this level.

automatically) and Swell bombs (which change in size, so can cause any one of three sizes of explosion) to cope with.

③ Tiles come in different varieties too. Normal ones will be completely destroyed by explosions, as will slotted ones (though these are useful because bombs on them can be pushed along the slots to new positions on other connected tiles). Riveted tiles are unusual because they won't be destroyed by explosions, while dissolving ones, erm, dissolve when you step off them, leaving a potentially lethal hole in the ground. Perhaps worst of all though are the ones that are covered in ice – there's no stopping on these, so if you step onto one that's near the edge you're likely to slip right off it.

④ These are by no means the only complications though. Power temples, for instance, suck in the explosive power of any bomb detonated next to them, leaving everything intact. Teleports whisk you to another part of the game area – especially useful when setting off a large bomb which would otherwise kill you in its blast. Spinners appear if you stand still too long, whisking you off your tile in a random direction (most likely one you don't want to go!) Finally there are switches, which can prove incredibly useful – flicking one changes the layout of part of the level, enabling you to toggle between the two set ups as you see fit.

⑤ You aren't the only one wandering around the tiles. There are a couple of bad guys called Dexter and Sinister for a start, who'll kill Malcolm on contact. Fortunately there are a couple of good guys in the game too – two droids called Bubble and Sqweek who'll happily detonate bombs for you by remote control and not care if they get caught in the explosions or not. (Well, maybe they do care, but as they disintegrate after the explosion whether they were caught in it or not, it's kind of hard to tell.)

⑥ There's a tight time limit on each screen which doesn't help matters one bit. Luckily there's also a restart option, so you don't get sent right back to the beginning each time you get killed. Passwords enable you to start at the same place the next day too.

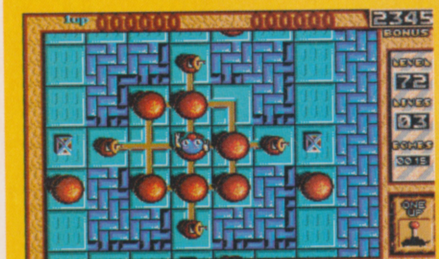
It all sounds highly stressful, doesn't it? So why bother? Well, quite simply, because *Bombuzal* is one blinking brilliant game. The controls are easy, the graphics are extremely cute (Malcolm, with his big wide eyes and dopey expression is particularly endearing), and once you get to grips with the basic mechanics of the game, it's as addictive as a very addictive thing indeed.

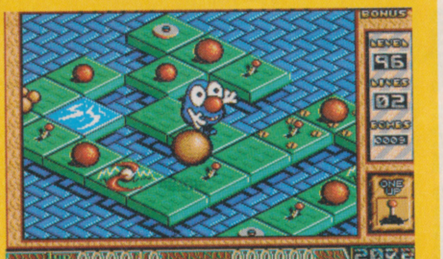
Bombuzal comes with one of the most perfectly-judged difficulty curves about, usually letting you solve each puzzle just moments before you reach the point of terminal frustration and hurl the game into the bin, only to then present you with another one that's just that little bit harder. And, try as you might to resist, you get to thinking, 'Well, if I managed that screen I can do this one too.' A genuine, unadulterated classic, it's a game everyone should own. And now – spookily enough – you can!

STUART CAMPBELL

2D VS 3D

B*ombuzal* can be played in either of two modes – 2D, where you see everything in a simple map from above, and 3D, which is much prettier, can be a lot more fun, and allows you to see what's lying about the place better. Having said that though, the 3D can actually be much more confusing in game-playing terms – you can't see as much of the play area on screen at any one time for a start, and judging whether an explosion will set off a particular bomb or not can be far more difficult. You pays your money and you takes your choice basically, but you can read Tony Crowther's thoughts on the matter on the next page.


Playing in 2D - improved clarity, but less cute...


...while 3D's prettier but arguably less playable.

△ **UPPERS** Cute graphics, a nicely judged difficulty curve, the choice of 2D or 3D viewing and (we can't stress the importance of this one too much) lots of lovely level codes for easy continuing.

DOWNERS As is the case with any game of this nature, it can get a little bit repetitive after the first couple of hundred levels. A bit more variety might have been nice. ▽

THE BOTTOM LINE

Classic puzzling fun, easy to get to grips with but hideously difficult to beat. That it's been converted to the Super Famicom shows evidence of its charm.

84 PERCENT

LOOKING BACKWARDS

HOW THEY CAME UP WITH BOMBUZAL IN THE FIRST PLACE

The basic idea behind the original C64 version of *Bombuzal* was cooked up one night by games designer David Bishop and programmer Tony Crowther when – as is so often the case – they were actually meant to be working on something else entirely. David Bishop takes up the story...

The thing was that I was doing a series of games for Mirrorsoft with Tony Crowther that I would design and he'd then program. There was *Zigzag*, *Fernandez Must Die*, *Phobia*, and around the same period there was *Bombuzal*.

I was staying at Tony's house because we were finishing off a game (it was either *Fernandez Must Die* or *Zigzag*) and I just sat bolt upright in bed at about 3.30 in the morning with the idea almost fully formed in my head. That tends to happen a lot – the idea for a game comes all at once in a flash.

Anyway, I wrote it all down, and in the morning left all the notes with Tony. I came back to his place the following week and he'd prepared a playable demo already. He really is incredibly fast. He based the graphics on some sketches I'd done and that was basically it, the original C64 version of *Bombuzal*.

Looking back at *Bombuzal* now David, what do you think of it?

Well, actually this morning I was playing *Bombuzal* on the Super Famicom and really, apart from *Wonderland*, I think it's the best game we ever devised. I like it because it was so unpressured too – Tony and I actually did it all in our spare time. We gave Mirrorsoft *Fernandez* or whatever it was (the game we were really meant to be working on) two weeks early, and then quite casually asked them what they thought of this, passing them a finished C64 copy of *Bombuzal*. They loved it – it was sort of our Christmas present to Mirrorsoft.

Tony Crowther remembers everything slightly differently.

I think David was round my house one night and we sat and designed the basic idea of the game together, then I stayed up working on it all night like I usually do and by the morning we had a running demo. We had the basic game finished in a couple of weeks – originally there wasn't any 3D in it, but worked simply on the overhead view. We added the 3D later to make it look more attractive for magazines basically – we knew everyone would get much more excited about it then. As far as I'm concerned though I always play it in 2D – to be honest I find the 3D version a bit of a pain.

Is there anything you wish you'd done with *Bombuzal* that you didn't?

Not really. Adding anything else would have flooded it really. It's nice and simple as it is. As it is it starts off nice and easy and becomes complicated quite naturally as you go on. I think the only problem with the Amiga version is that it doesn't run as fast as the C64 (though it's quicker than the ST). Had it been purpose written for the Amiga it could have been quicker – Ross could have used the hardware sprites and so on.

The only regret I really have is that it didn't sell well enough to make the sequel we designed worthwhile. In the updated one we would have had some bombs up on big blocks rising above the landscape, and lots of holes in the ground too. That meant there would be height involved as well as moving left and right, back and forward, which quite changed the nature of the game. There would also have been more aliens in it – it would have been more of a shoot-'em-up.

> I JUST SAT BOLT UPRIGHT IN BED AT ABOUT 3.30 IN THE MORNING WITH THE IDEA ALMOST FULLY FORMED IN MY HEAD.
>
> DAVID BISHOP, CO-DESIGNER

Ross Goodly, better known today for programming *Gravity*, handled the coding chores for the ST/Amiga conversions. How did that come about?

I'm a friend of Tony's basically. My lead machine's the ST, so I did it on that and then ported it over to the Amiga. We made a few changes to the music and sound, and the Amiga's a tad faster, but basically the two versions are exactly the same. It was all very straight forward really. Gameplay-wise it's identical to the C64 version, but of course with the graphics snazzed up, sampled sound added and so on. When I was working on it I didn't actually look at the C64 much at all really, but worked instead from a set of notes and game designs Tony gave me. He actually did the 16 bit graphics for me himself, the whole thing taking us about six months in all.

Do you actually like the game?

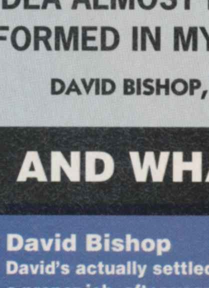
Yes, I think it's very good – I never knew why it didn't take off more than it did. As a puzzle game I think it's at least as good as *Tetris*.

AND WHAT THEY'RE ALL UP TO NOW

David Bishop

David's actually settled down and got himself a proper job, after years of freelance games design, journalism and PR for companies including Domark, Ariolasoft and Telecomsoft going as far back as 1982. His job? As a Product Manager at Virgin, where he works with (amongst other things) the Magnetic Scrolls' product line.

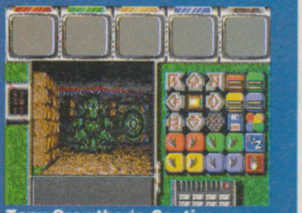
It's quite strange because back in 1987 I designed a game called *Wonderland* for Magnetic Scrolls which has only fairly recently come out on the PC, with the Amiga due soon. It's taken a long long time to come to fruition, but I'm very pleased with it indeed. I always imagined it using the Magnetic Scrolls window system, which it does, and I think it's come out beautifully. It's just been nice having something to do with it again.



Tony Crowther

Tony's most recent success was *Captive* for Mindscape, another Top 100 game. It's done exceptionally well – and deservedly. Well enough in fact for a sequel to be under way using the same 3D routines, as well as a Missions Disk for the original which we'll see earlier. Tony's also working on *Captain Planet* for Mindscape, a cartoon licence which seems like a fairly unusual thing for him to want to do.

It's true, I prefer working on personal projects. I don't look at programming as a business, it's a hobby for me. I don't do coin-op conversions any more – plenty of other people do and they're good at it so I leave them to it – I have to be interested in what I'm working on. With *Captain Planet* though I'm being given a fairly free hand with the games design which makes it all quite challenging and okay.

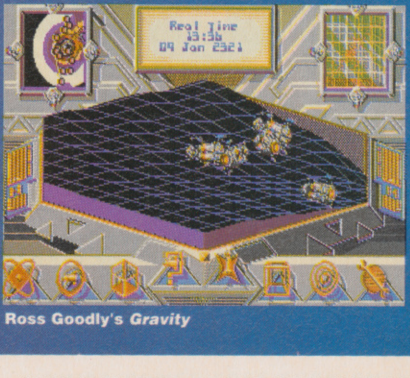


Tony Crowther's *Captive*

Ross Goodly

Ross is perhaps best know these days for the recent, and successful, *Gravity* – one of many games that almost made the Top 100, but not quite. Currently he's working on *Drop Soldier* for Image Works, scheduled for release towards the end of the year.

It's a space strategy game cum shoot-'em-up, based loosely on the plot of the book 'Starship Troopers' by Robert Heinlein. That's all I can say about it really at the moment – you should see the finished thing around November.



Ross Goodly's *Gravity*

OUTRAGEOUS CLAIMS

Okay, so you've seen (and radically disagreed with, no doubt) the All-Time Top 100 Amiga Games, but what about the magazine proper, eh?

Good question, and the perfect cue for lots of difficult-to-believe guff about just how snazzy this new mag is going to be. Ready to be amazed? Then we'll begin...

OUTRAGEOUS CLAIMS No 1

Amiga Power will have more pages dedicated to more Amiga games reviews than any other magazine.

That's right. Part of the basic philosophy of the mag is that we'll review every Amiga game released in this country, both full price and budget. That's, ooh, a good 40 or so a month, and certainly a far cry from the 15 or 20 you'll get (if you're lucky) in existing Amiga magazines.

OUTRAGEOUS CLAIMS No 2

Amiga Power will only review finished games.

Simple and obvious, you might think, but far from common industry practice at the moment.

Rest assured we'll not be reviewing demos and we'll not be reviewing the ST version and pretending it's the Amiga. We'll not be guessing basically (which is what both the above amount to). Instead, what we see is what you'll be buying in the shops, and if that means other magazines pip us to the post by reviewing unfinished versions then that's the way it'll have to be.

Rest assured, *these* will be the reviews that matter.

OUTRAGEOUS CLAIMS No 3

Amiga Power will be full colour (ie there'll be no black and white pages at all).

Erm, not much more to say about this one really. Except that it's true.

SPECIAL NEVER-TO-BE-REPEATED SUBSCRIPTION

STOP!

DON'T TURN THE PAGE!

Yes, we know it's only the boring old subs bit, but it's worth a read all the same.

It's simple really—we want you to subscribe, and we're prepared to make a very good offer to get you to do so. The deal? Simply this – you get twelve issues of the magazine, delivered straight to your door, for the bargain, giveaway price of just £29.95.

That's £5.45 off the newsstand price, or (looking at it another way) each individual issue for less than £2.50 when it would cost you £2.95 in the shops.

There is a catch of course. Well, we're asking you to commit yourself to a magazine you haven't even seen yet, aren't we? That's why we're keeping this never-to-be-repeated offer open until May 10th, which will give the doubters amongst you time to nip down the shops, buy a

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OUTRAGEOUS CLAIMS No 4

Amiga Power will be ambitious.

Erm, a bit of a tricky one to define actually, but it should become obvious what it means when you get to see the real magazine. It means things like devoting four, even five, pages to a single review when the game is interesting enough to warrant it. It means things like carrying constantly up-dated mini reviews of everything released over the past year so you'll be able to walk into a shop and know what's good and bad at a glance. It means... but, ah. That'd be giving the game away. (And you'll only have to wait two weeks to find out).

OUTRAGEOUS CLAIMS No 6

Amiga Power will be different.

Before starting on Amiga Power we stood back and thought long and hard about every aspect of games magazines – not about how things've been done in the past, but how they *should* be done. Everything's been remodelled, remade, redefined – nothing's been taken for granted – and it's resulted in a very different sort of magazine. Some of our solutions will seem obvious while others will surprise you – what you can be sure of is that you'll see things attempted in Amiga Power that've never been tried before. There've been innovative magazines before – C&VG in its time perhaps, or Zzap and Crash in theirs – but we're all ready for the next step on and, well, here it is.

OUTRAGEOUS CLAIMS No 5

Amiga Power will carry a free disk on the cover every month.

Yes, and it'll be absolutely packed to bursting with playable demos of the latest games. These will be backed up inside the magazine by exhaustive previews, hints and playing guides, so you'll know the background to the each game and how to get the best out of it before you begin. And on the first two specially promoted issues we'll have a COMPLETE FREE GAME, plucked straight from the All-Time Top 100!

AMIGA POWER.
The first issue will be on sale April 25th. It'll cost £2.95 (unless you take advantage of the exceedingly generous subscription offer below which'll knock the price down to well under £2.50).

It'll come complete with a copy of Bombuzal (one of the niftiest puzzle games ever – check the previous four pages if you don't believe us) lovingly sellotaped to the cover.

And (not such an outrageous claim) it'll be well worth buying. Start counting the days!

Bombuzal – free with Issue One!

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copy of the first real issue and digest it before you make your big subscribing decision. Make sure you keep this freebie supplement in a safe place though — it's only with the form below that you'll be able to take advantage of this ultra-generous subscription deal.

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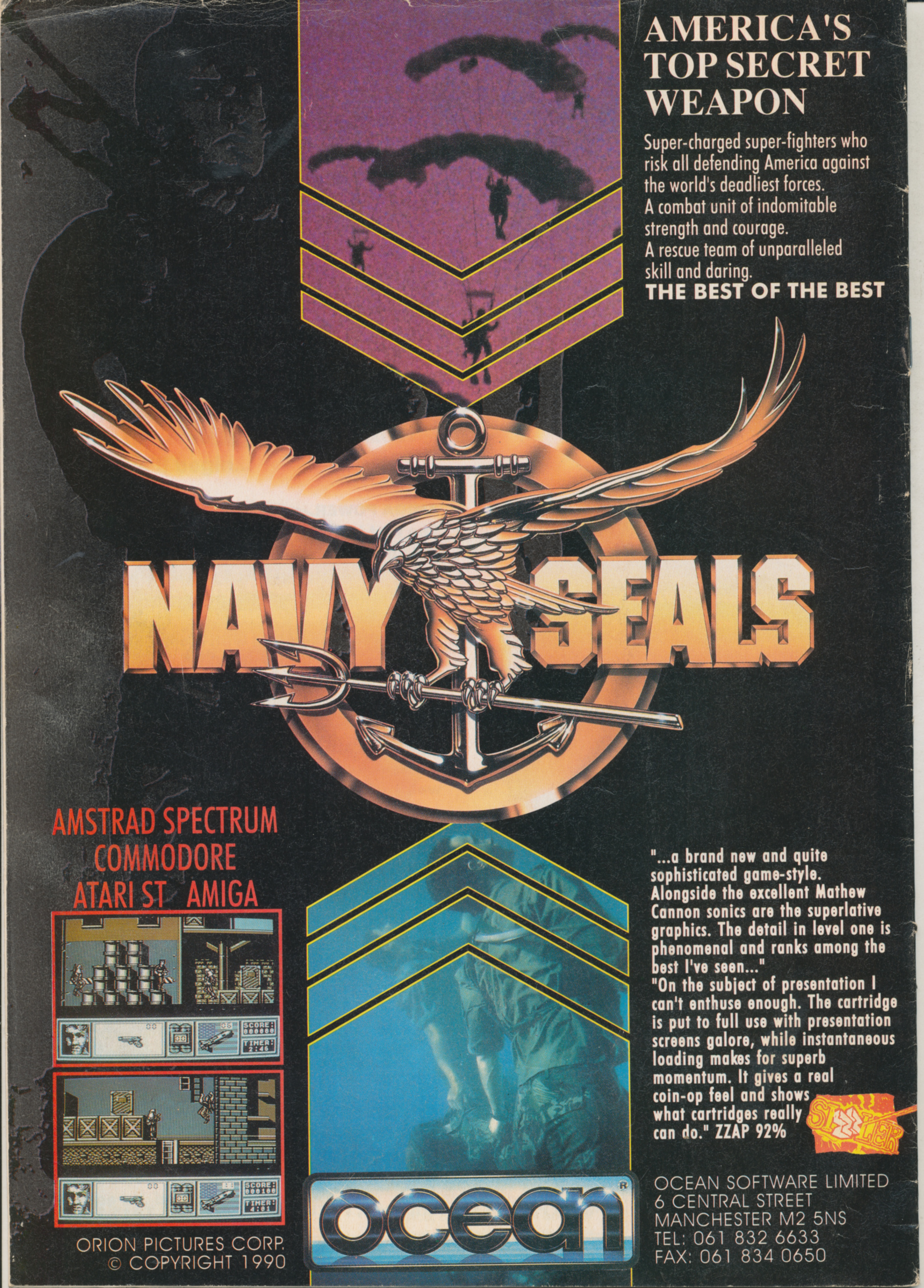

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